Virtua Fighter 3

Arcade

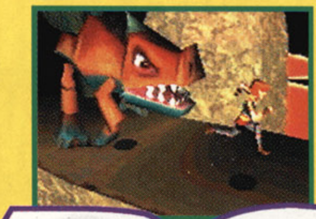
Turok Dinosaur Hunter

Nintendo 64

Dark Forces

PlayStation

Pandemonium



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THE #1 VIDEO GAME MAGAZINE

issue 93

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • 3DO • Neo•Geo • Arcade • Handhelds • PC

War Gods

TRUE 3D Fighting!

1995 READERS' CHOICE AWARDS

Did YOUR faves win??

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- NBA Live '96
- NBA Shoot Out
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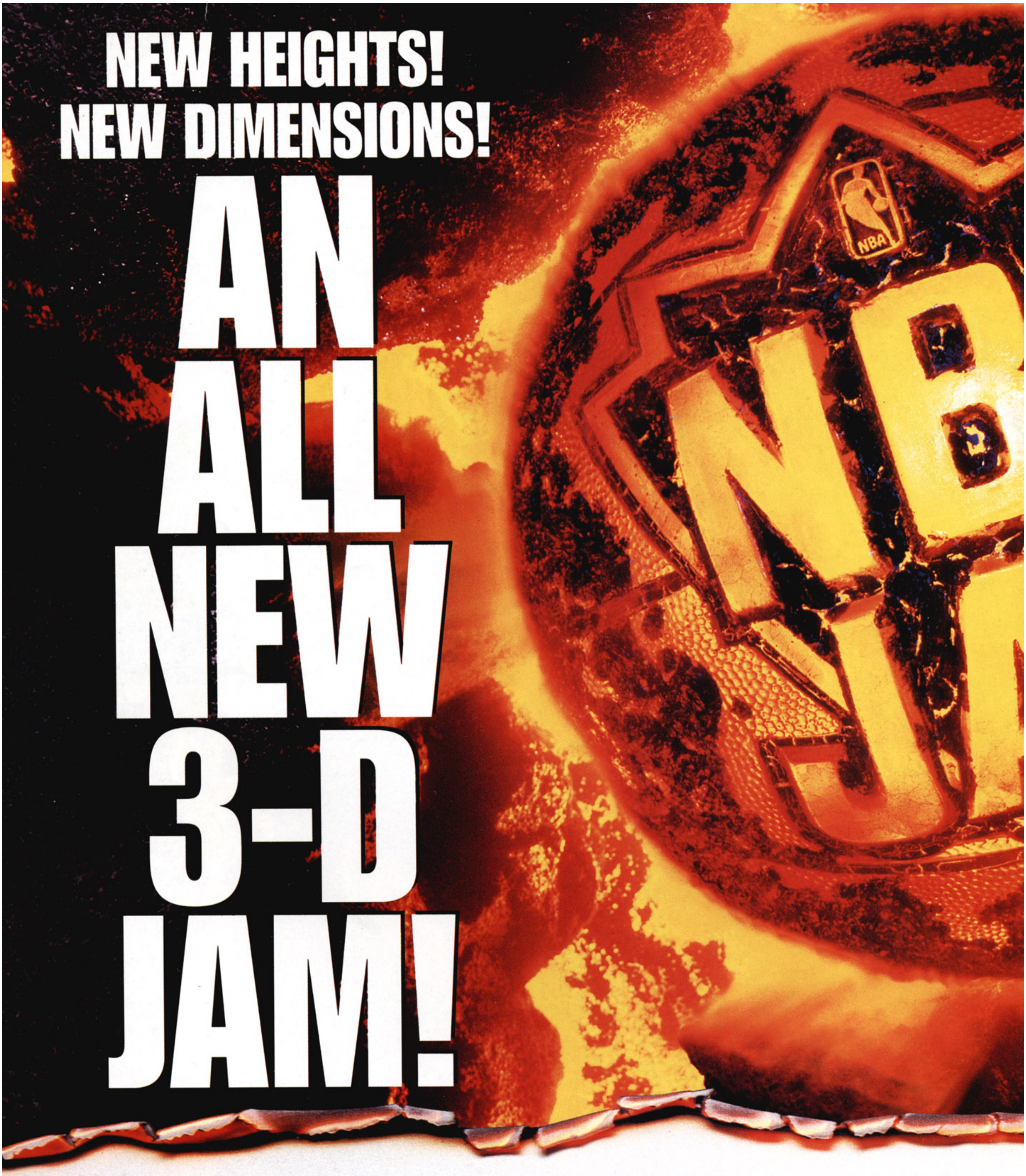

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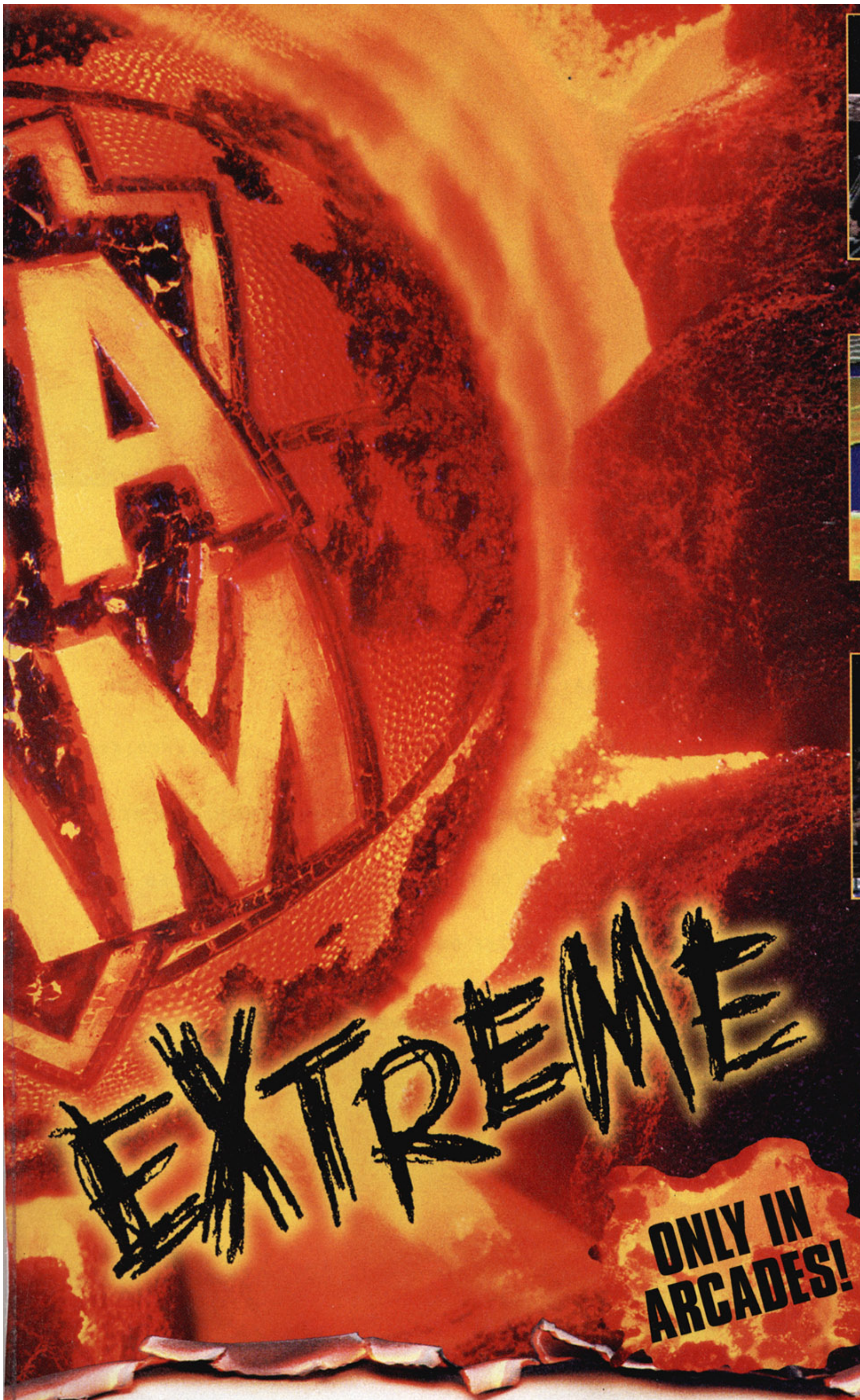

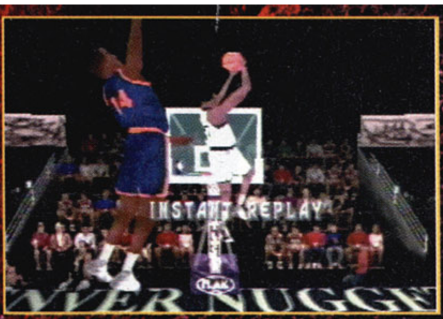

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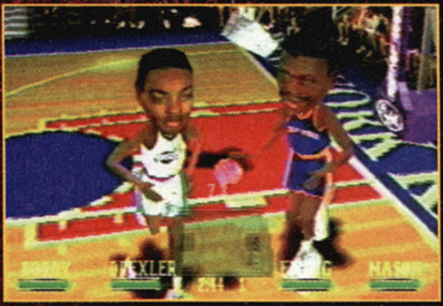

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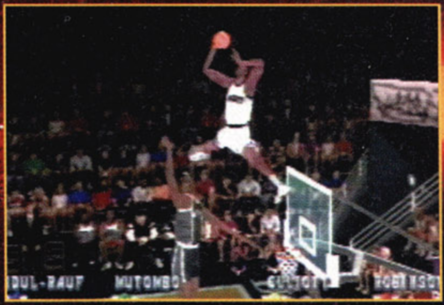

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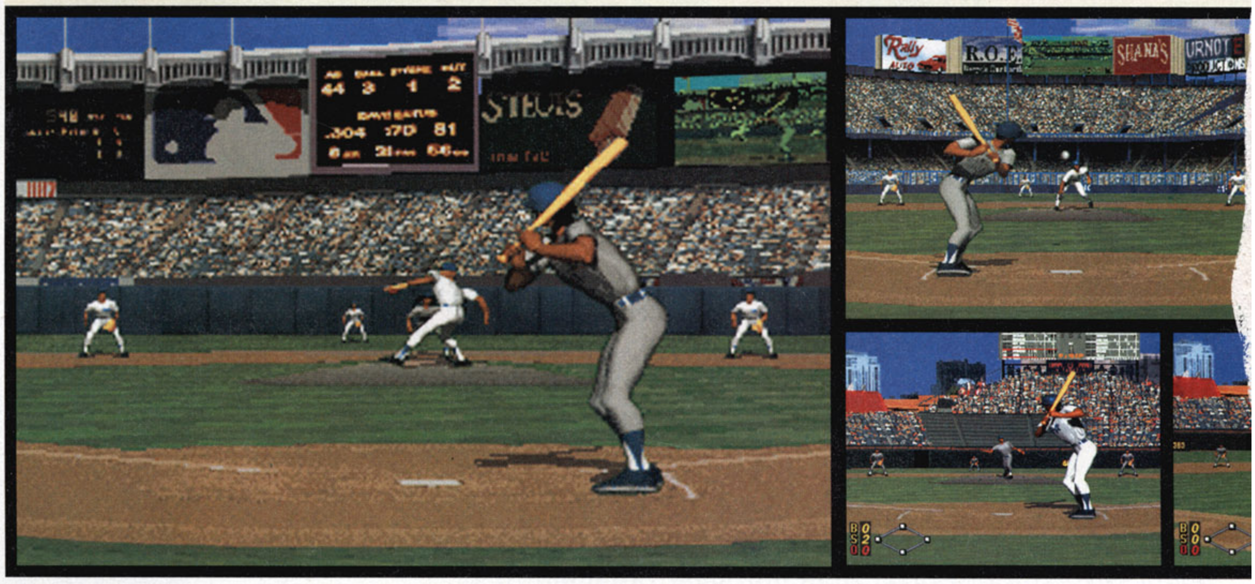

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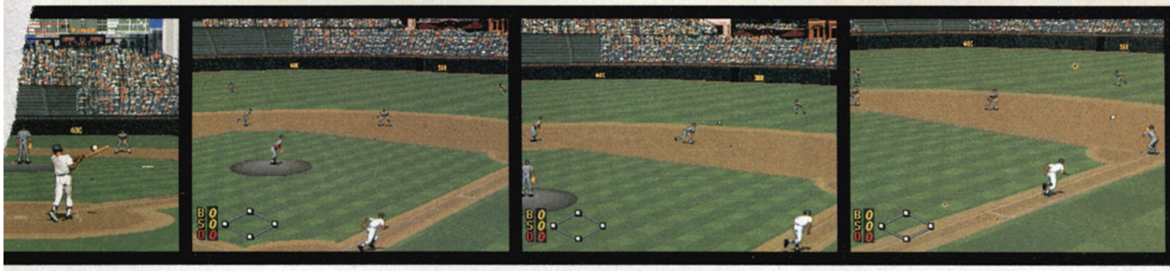

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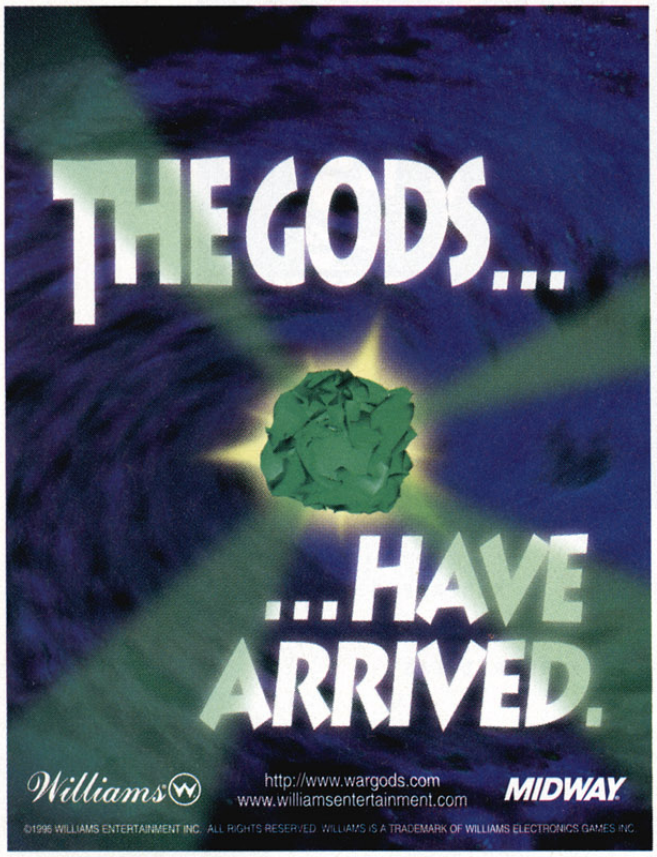
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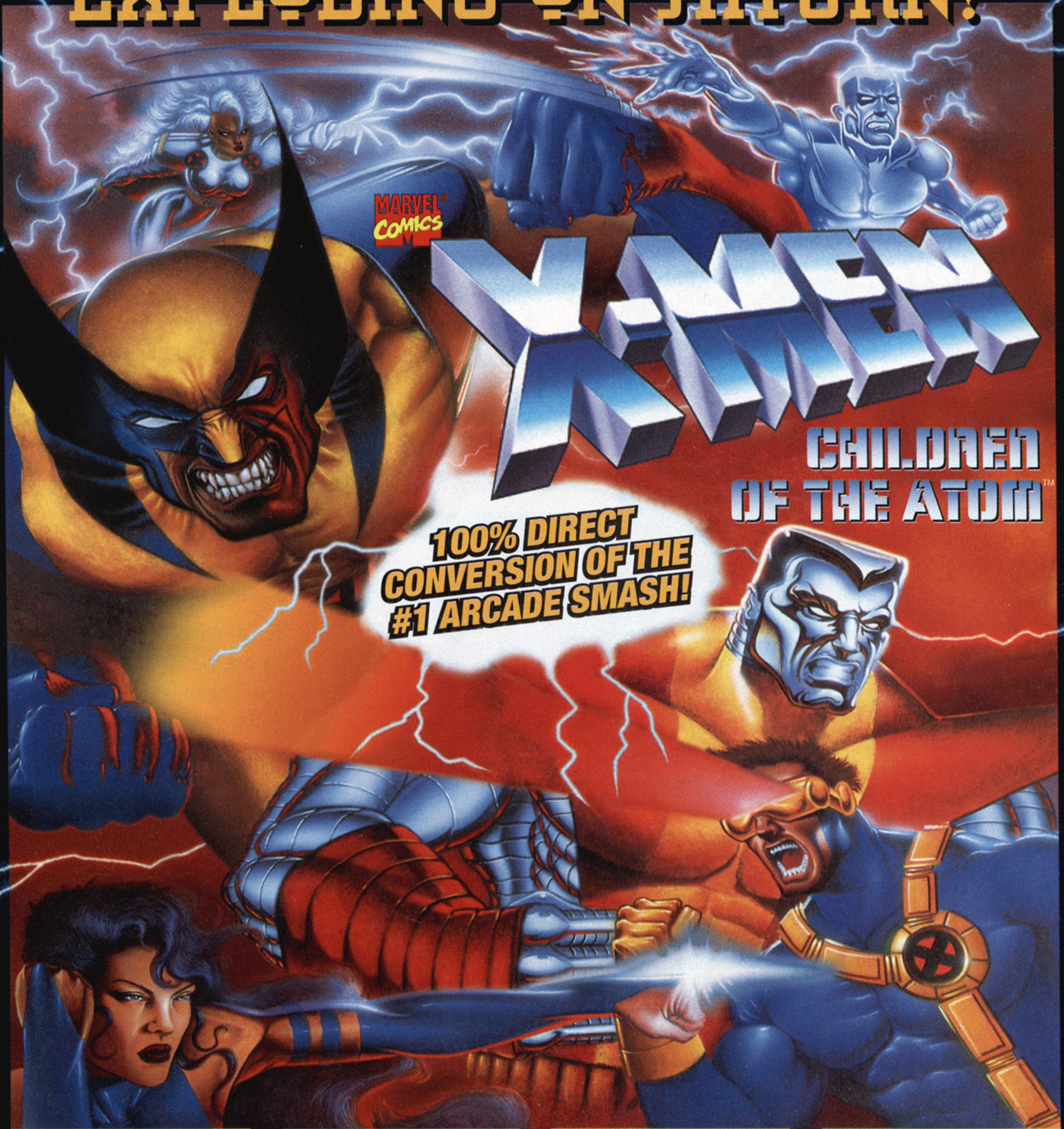
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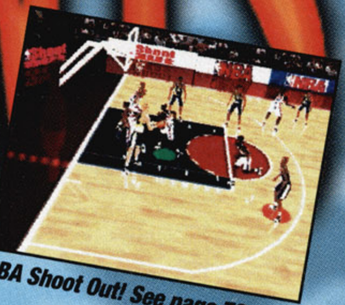
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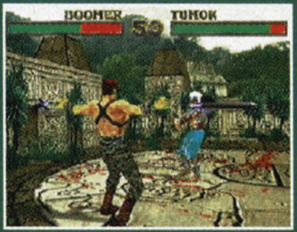

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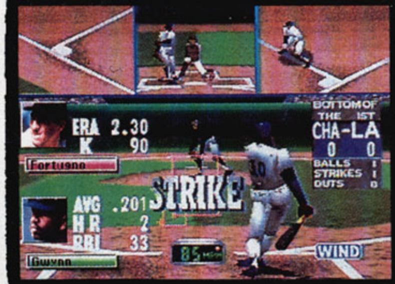
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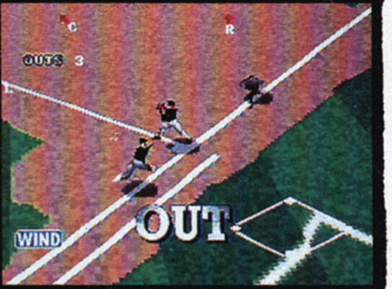
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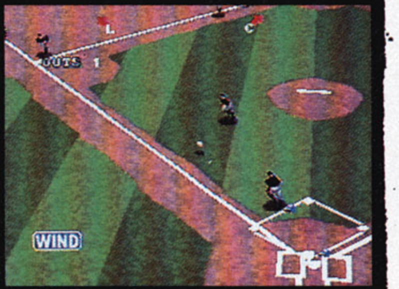
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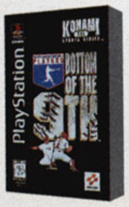
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Super Mario RPG
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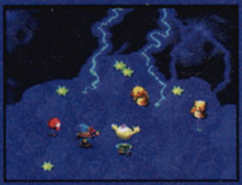
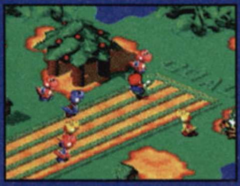
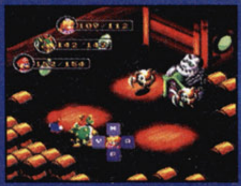
Jumping, ducking and dodging have always been a critical part of any button-bashing Mario adventure. But with the new Super Mario RPG you'll also be pushing every brain cell you've got. • That's right. You and the world's most heroic plumber will have to battle through all the twists, turns and thumb-numbing action of a classic Mario adventure. Plus, meet the mental challenge as the story unfolds in this fully-rendered role-playing game! • It's the best of both worlds. One minute you're neck and neck at the Yoshi Races. The next you're gambling the night away at the Grate Guy's Casino. And, in between, you'll have to test your brains on mind-mushing riddles and new action-puzzles. Of course you'll find plenty of new friends who can help out. But they'll need your help in return. Without you, Mallow will never find his true family. Geno will never become a real boy. And Booster will never find a bride. • You'll also bump into all kinds of new baddies, plus classic goons from every Mario game in history. Only now, they're rendered in ACM with a 3-D, three-quarter overhead view. • So get ready for all kinds of new Nintendo action and brain-bending Square Soft adventure. Remember, running and jumping is a great start. But this time around you'll also need plenty of brains to finish.



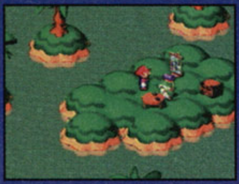
You'd never want to be on the bad side of your new pal Mallow. His thunderbolt Special Attack brings a blast of lightning down on any enemies in sight.



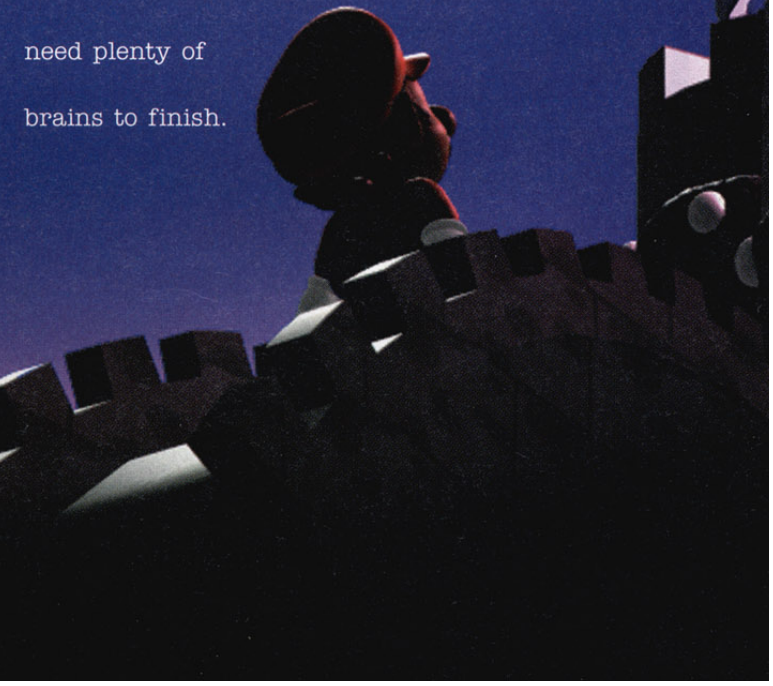
You want a new kind of Mario action? Try the Yoshi races. But here's a tip. If you don't hit the buttons to the beat, you'll get beat.



Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.



Finding Frogfucious is a wise move if you want to know more about your future quest.



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Ch-Ch-Ch-Changes

Careful readers of *GamePro* have noticed many subtle changes in the magazine since it was born in 1989. Sean Burns points out some of those changes in the adjacent letter. In addition to redesigning "ProNews" and adding "Buyers Beware," we've added "The Fighter's Edge" and "Role-Player's Realm." We've also altered the nameplate on the front cover, moved sections around in the magazine, switched from the stapled saddle-stitch binding to the book-like perfect binding, and begun covering PC games. But one thing we've never changed in the last seven years is the look of our ratings faces. Until now.

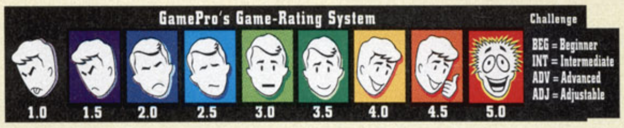
Beginning with this issue's ProReviews, we've given our rating system a new look. Our ratings guy has a more angular face now – hey, he's no longer the babyfaced kid he was, so why shouldn't he look older? He's still wild-eyed for the best games, but he's lost some of his intermediate thumbs-up gestures. Look carefully at the colors, too: There's a clearer delineation between colors so you can more easily identify our ratings. Orange and red denote the best games; black and purple, the worst games.

Change is inevitable. But no matter how we tweak the magazine, we always have the same desire: to get our point across more clearly. So it is with our face-lift. We think the change in our look makes it easier for you to tell at a glance what we think about a game. Did we succeed? Drop us a line and let us know.

Keep in mind that one thing will never change about *GamePro's* ratings: the integrity behind them. Our numbers are still widely respected throughout the gaming world. We still review only 100 percent completed games (not every magazine can say that), and our reviewers are still the most experienced writers in the industry. The more things change, the more things stay the same.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

GamePro's Game-Rating System



Graphics: Judges the overall artistic quality of characters, animation, and background scenery.

Sound: Critiques music and sound effects.

Control: Rates how smoothly the control-pad commands and the game's interface translate into the onscreen action.

Fun Factor: Is this game fun?

Challenge: The average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable."

Replay Value: Rates how likely you are to play the game again. Likelihood is rated low, medium, or high.

THE MAIL

GamePro Readers Speak Out!

Face to Face

I've been getting *GamePro* a long time, and have noticed you've changed a lot of things, like adding "Buyers Beware" and changing the way your "ProNews" section and "Sports Pages" look. I noticed the one thing you've never changed is the kid's face that shows if a game is good or really bad. Shouldn't he be older by now?

Sean Burns
Los Angeles, CA

Toxic Tommy replies:

Good point! As a matter of fact, we've changed those ratings faces in this issue. Read our adjacent "Letter from the GamePros" for an explanation about our face-lift.

Games 'n' Gear

In response to Josh Bray's letter in your March '96 issue, I'm glad that software companies have "palette swap" characters. Doing this adds at least one more character to a game, with memory left over for more moves. And not all such characters have duplicate backgrounds: In UMK 3, Sub-Zero's background is totally different from Smoke's, Scorpion's, Noob Saibot's, Ermac's, or Rain's.

Paul Trampe
Fenton, MO

On pages 82–83 of your February '96 issue, a Konami ad says you can play a full season in NBA In The Zone. Unfortunately, you can't. Why did they falsely advertise like that? I really feel like I've been ripped off.

Matthew Faulkner

Bro' Buzz replies:

According to Konami, that statement about the full season shouldn't have appeared in the ad. There's no way to play a full season, though there is a playoff mode.

I think the Sega Nomad is a great idea – 16-bit carts, portable, six-button controller – wow! My only complaint is that its six AA batteries last for only three hours. Is Sega working on a power supply?

Matthew Richardson
Castle Rock, WA

Bruised Lee replies:

An AC adapter is already available for the Nomad. It costs $12.99. You can also get a Genesis Nomad PowerBack, which is a battery recharger in case you can't get to a wall socket. The PowerBack runs $69.99. There's a combo package of both units available for $79.99.

The Magazine Biz

How do you decide what letters to put in your magazine? And do you edit the letters you print?

John Katenay
Khamis Mushayt, Saudi Arabia

Tommy Glide replies:

GamePro *receives thousands of great letters and e-mail messages each month, so it's always hard to choose which ones will make it into the magazine. Basically we look* *for articulate, thoughtful letters on a current subject of interest to most gamers. If you ask a question we've answered within the last two years, your letter probably won't get picked. We do edit letters for length so that we can squeeze in more letters. ProTip: Don't use profanity; that automatically eliminates you from consideration.*

I've noticed that Scary Larry once changed his name to Sir Scary Larry. Is he an RPG fan, maybe?

"Zamsani"
Internet

Scary Larry replies:

I write ProReviews for all kinds of games, including RPGs. I'm all over GamePro *if you look carefully – in fact,* Scary Larry-Pro *magazine has a nice ring to it, don't you think?*

Canada Calling

Why aren't there any CFL titles in the gaming world, especially since the CFL is now in the U.S.? I'm sure almost every single sports gamer in Canada would be grateful if there were.

Brian Barnett
Internet

Air Hendrix replies:

CFL '96 from E-eh Sports? What a concept.

Celebrity Circle

"Meliss5689" came over the Internet to ask us for Mark Hamill's address. Write to the star of Wing Commander 3 (and a few movies, too) at this address:

Mark Hamill
c/o CED
10635 Santa Monica Blvd. Suite 130
Los Angeles, CA 90025.

Complaint Corner

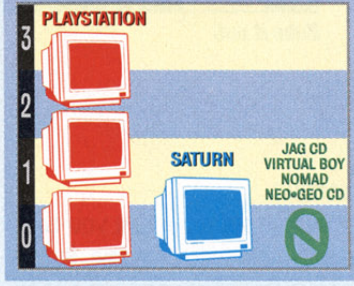
Why do people always put down games with less-than-perfect graphics! Graphics are just part of the game – gameplay is more important. A game with perfect graphics could still be terrible. Look at some games that don't have great graphics but have great gameplay: the 2D Street Fighter series, for instance.

Kevin Jones, Warrensville, NC

READER REPORT

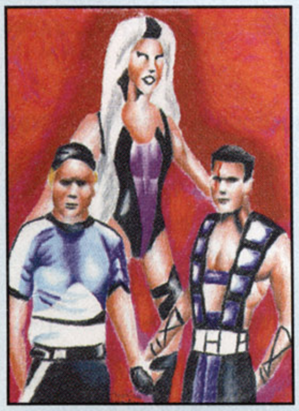
Most successful games get sequels: Think of Sonic 2, SF 2, FF 3, MK II and 3, EWJ 2, DKC 2, Super Empire Strikes Back, and so on. What's the best game that never had a sequel? Send in one title of a game that you'd love to see as a sequel, and we'll print a Reader Report in an upcoming issue. Our address is given below.

Back in our February issue, we asked you what was the best new video game system to debut last year. The readers have spoken loud and clear, as illustrated in this simple graph:



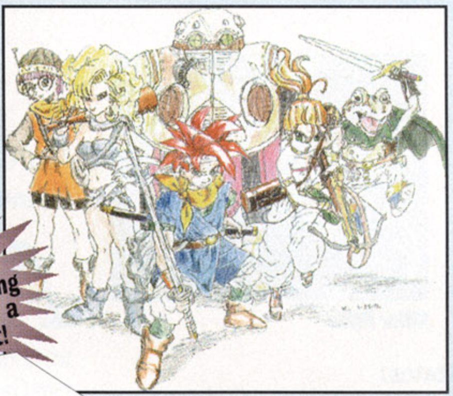
The votes for the PlayStation outnumbered the Saturn votes by almost a three-to-one margin. None of the other systems got more than a couple of votes each. See our Readers' Choice Awards in this issue for more on your votes.

GAMEPRO GALLERY



Jessica Grimshaw
New Brighton, MN

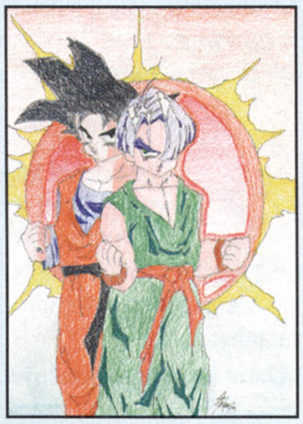
Pick of the Month



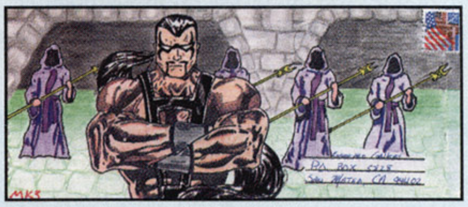
Kim Luke
Springfield, OR

PRIZE!
This month's winning artist will receive a GamePro T-shirt!

GAMEPRO
video games
warrior



Jacob McAlister



Jason De La Cruz, Lubbock, TX

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and ***we cannot send personal replies to your letters or e-mail.***

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

BUYERS BEWARE

By The Watch Dog

June already? Man, where does the time go? While you're out of school and in front of the tube playing your favorite games, check out these problems that might arise with Duke Nukem, the Ultra 64, or the PlayStation. This month, all these questions came directly from the 'Net!

Duke it out.

Q: I downloaded the shareware version of Duke Nukem 3D. It was great! I have one complaint, though. When I finished the sixth level (the final one), the game took me back to the fifth level. Is this their idea of a sick joke, because it's shareware, or did I do something wrong?

Kathy Bronn@compuserve.com

A: **The Watch Dog states:**
"Shareware" describes free software that you can load, share with friends, and enjoy for free. But most shareware products also require you to register your copy, and sometimes pay a small fee. In order to ensure that happens, the companies allow you to sample only a small part of the game. Such is the case with Duke Nukem 3D.

Killer Price

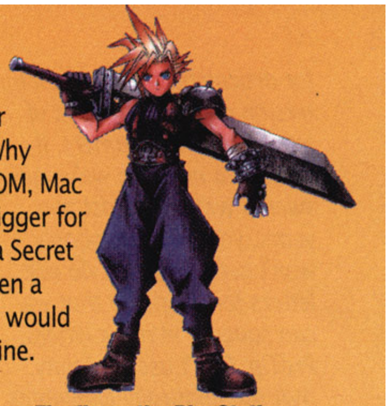
Q: I heard that Killer Instinct 2 for the Nintendo 64 is going to cost $150. Is that true? That seems too high for the average gamer.

Michael Borders@carol.net

A: **The Watch Dog states:**
Would you buy KI 2 for $150? Nintendo doesn't think so. We spoke with the Nintendo reps, who said Killer Instinct 2 wouldn't cost $150, though they wouldn't give us a firm price.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's *Buyers Beware*
P.O. Box 5828
San Mateo, CA 94402



Finally on the PlayStation

Q: Squaresoft seems to make games only for Nintendo systems. Why hasn't it made games for PC CD-ROM, Mac CD-ROM or PlayStation? Chrono Trigger for the PC would be nice, or perhaps a Secret of Mana Special Edition for PSX. Even a Final Fantasy game for Game Gear would liven up the GG's low-quality RPG line.

MadVega@aol.com

A: **The Watch Dog says:**
Funny you should ask. Right now, Square of Japan is making Final Fantasy VII for the PlayStation, which should hit American stores early next year.

There are also rumors that a Windows 95 version of Final Fantasy may make it to market this year, but no one at Square is confirming or denying that rumor.

Q: I've had an XBand keyboard for months. Recently the cord has been coming out of the hole in the keyboard. Is there a place where this can be repaired?

Terrorizer@xband.com

A: **An XBand Customer Service representative replies:**
Call the XBand Customer Service Network at (408) 777-1500. But first, you should take the unit (with the receipt) back to where you purchased it and see if it is still under warranty. Then it can be replaced for free.

Q: Will Nintendo or Sega make an adapter between their old systems and their newer systems? An adapter, for example, that will allow people to play NES, Game Boy, and SNES games on the upcoming Nintendo 64?

CTemby@aol.com

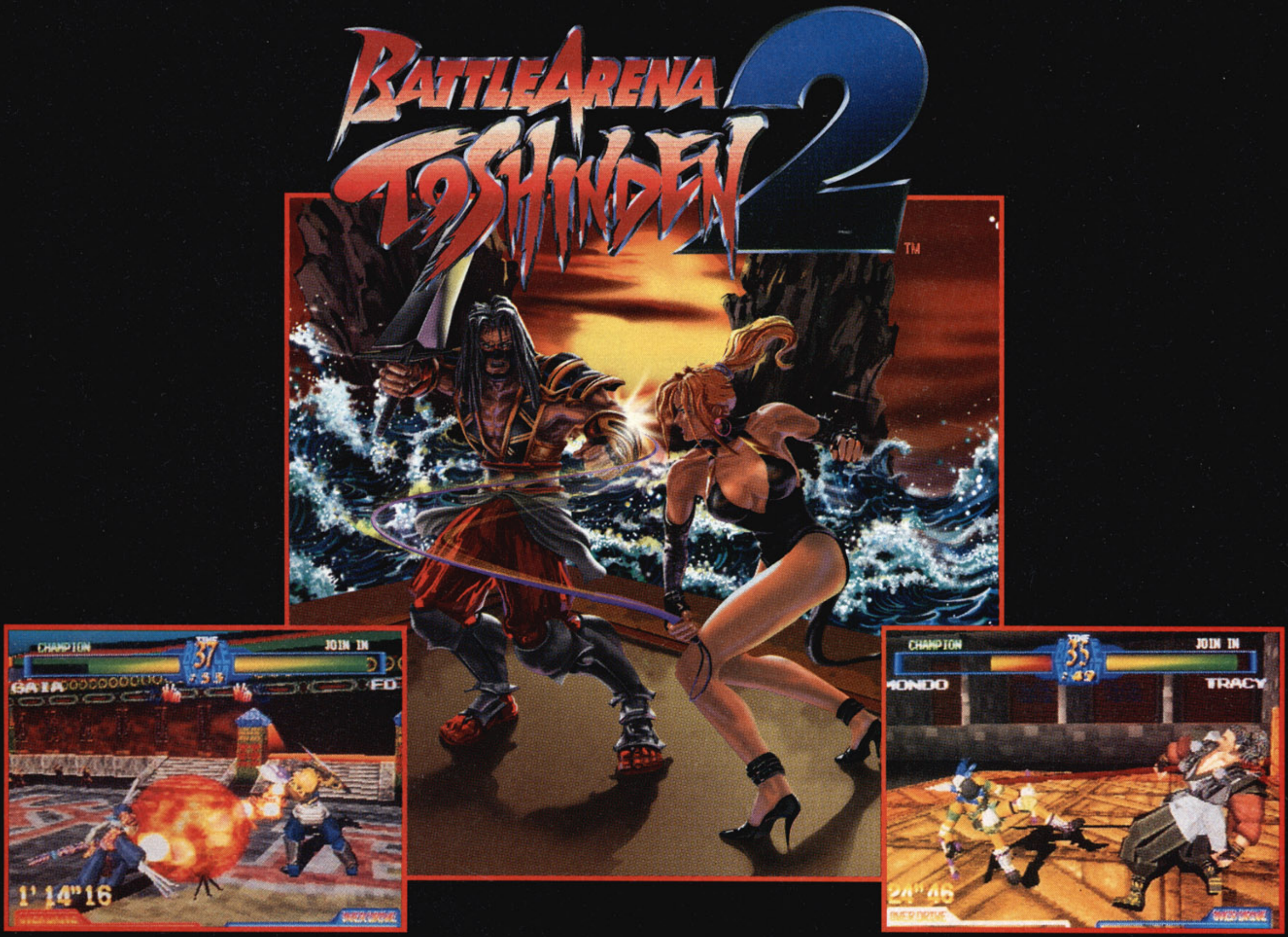
A: **A Sega public relations spokesperson states:**
Sega doesn't have any plans to make the Saturn backwards-compatible. The architecture of the Saturn's hardware doesn't allow us to make an adapter that would run Genesis games on the Saturn. The port on the back of the Saturn is there to supplement the CD player (like the backup RAM cart), or for possible future peripherals, like the Saturn Internet modem.

A: **A spokesperson for Nintendo of America states:**
The Nintendo 64 will not be backward-compatible to the SNES. The architecture for the Nintendo 64 is not complementary to the older versions of hardware.

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

DEATH.

It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Verm, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you *out*.

http://www.playmatestoys.com

PlayStation

TEEN
T
AGES 13+

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PLAYMATES INTERACTIVE ENTERTAINMENT, INC
PIE™

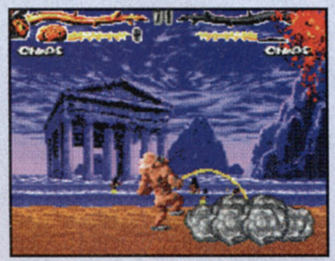
16200 Trojan Way
La Mirada, CA 90638
(714) 562-1743

June 1996

Mom's Rage Pulls Primal Rage from Shelves

Proving that one person's voice can make a difference, an outraged Arizona mom singlehandedly managed to get **Primal Rage** pulled from store shelves across the country during the spring. Her determined stand against Primal Rage's crudity is reminiscent of the Congressional flap over Night Trap's violence in '93–'94, which resulted in that game being boycotted and the creation of a video game ratings board (see "ProNews," February 1994, March 1994, and January 1995).

Ellie Rovella of Gilbert, Arizona, launched her grass-roots campaign against Primal Rage when her 11-year-old son bought the Genesis game after Christmas and used *GamePro's* strategy guide to execute Chaos's Golden Shower finishing move. This controversial move is also in the two-year-old arcade game and on other home systems, except the SNES. Rovella immediately returned the game and angrily convinced the store to remove it from the shelves. She then took her argument nationwide with effective results: In Arizona, Target has removed Primal Rage from 22 stores, while Best Buy has pulled it from 251 stores nationwide. Along the way, Rovella has established an 800 number to help get the word out, and she has protested to several U.S. senators about video game violence.



Does this upset you? Here's the controversial Genesis finishing move that disturbed Ellie Rovella.

Time Warner Interactive, maker of the game, points out some key facts in its response to the boycott. First, it maintains that Rovella never contacted TWI directly and instead immediately took her fight to the media. When contacted by unhappy consumers, TWI tries to satisfy them and often reimburses them, but Rovella never gave TWI a chance to plead its case. Second, the game has been played by millions of gamers at home and in arcades since 1994, and this is the first major complaint TWI has heard; if Primal Rage is so offensive, why hasn't anyone protested before? Third, the game was rated by the Entertainment Software Ratings Board (ESRB) as being appropriate for teens, a fact prominently displayed on the packaging (along with a graphic description of the game's violent action). By the ESRB's standard, her son was too young to be playing the game.

> "If I want to purchase such a game, it should be up to me. I am an adult, and I should not be inconvenienced because one woman feels that the subject matter of the game is inappropriate..."

Faced with sudden censorship of their favorite games, some gamers used their pens to rally to TWI's defense. Derek Dinges pointed out in a February 11 letter to the editor of the Mesa, Arizona, *Tribune* that "if I want to purchase such a game, it should be up to me. I am an adult, and I should not be inconvenienced because one woman feels that the subject matter of the game is inappropriate...If Ms. Rovella wants to discourage her son from buying certain games...then she needs to take that up with her son. Otherwise leave me and my constitutional rights alone." And Chris Hernandez of Tucson, Arizona, pointed out in a letter to *GamePro* that the characters "are not even real, they're just fictional prehistoric beasts!"

Coincidentally, Hillary Rodham Clinton spoke out against video game violence a month later. "I am appalled by some of the video

Inside Scoop

New Systems, New Price Cuts

Sega, Sony, and **Nintendo** continue to jockey their new systems into position for the crucial fall sales season. Sega of Japan is now selling a new white **Saturn** in Japan for $200 with no pack-in game (currently Saturns sell for at least $299). In America, Sega cut the game-less Saturn to $249 (Saturns with VF Remix still cost $299). Sony has responded by dropping the price of a Japanese **PlayStation** from about $300 to $250 and bundling an extra controller and memory card.

Meanwhile, Nintendo officially announced that it will release the Japanese **Nintendo 64** on June 23 with one controller and possibly no pack-in game. This new summer date was set when Nintendo couldn't manufacture enough systems in time for the previously announced April Japanese launch. Three $98 games will be ready when the system finally lands on Japanese shelves: Super Mario 64, Pilotwings 64, and an untitled Japanese-style chess game made by Seta; up to 18 additional Japanese titles will be available by year's end. Nintendo still expects to launch the U.S. Nintendo 64 on September 30 with a $250 price tag, and the company expects to ship 3.5 million N64s in Japan and the U.S. before 1997.

Judging by newly released financial statements, **Atari** is continuing to plummet to the grave as a game-making force. Records show that Atari lost another $27.7 million in the last three months of 1995, bringing their yearly losses to $49.6 million. By comparison, the company showed a profit of $9.3 million for 1994. Atari has already announced a merger with JTS Corp. (see "ProNews," May), and it is considering new price cuts and software bundles in order to reduce inventory.

As for **3DO**, the news is good and bad. The good: Panasonic has cut the price of a Real 3DO Interactive Multiplayer to $199. The bad: **LG Electronics**, formerly known as Goldstar, is said to be considering selling off its $10 million share in **The 3DO Company.** According to a Reuters news story, LG wants out from 3DO because of "poor business" – ominous words that don't bode well for the 32-bit system's future.

KIDS TO ADULTS
K-A
AGES 6+
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The neat thing about having a Portable Genesis is that if you really suck, you can go play where no one will make fun of you.

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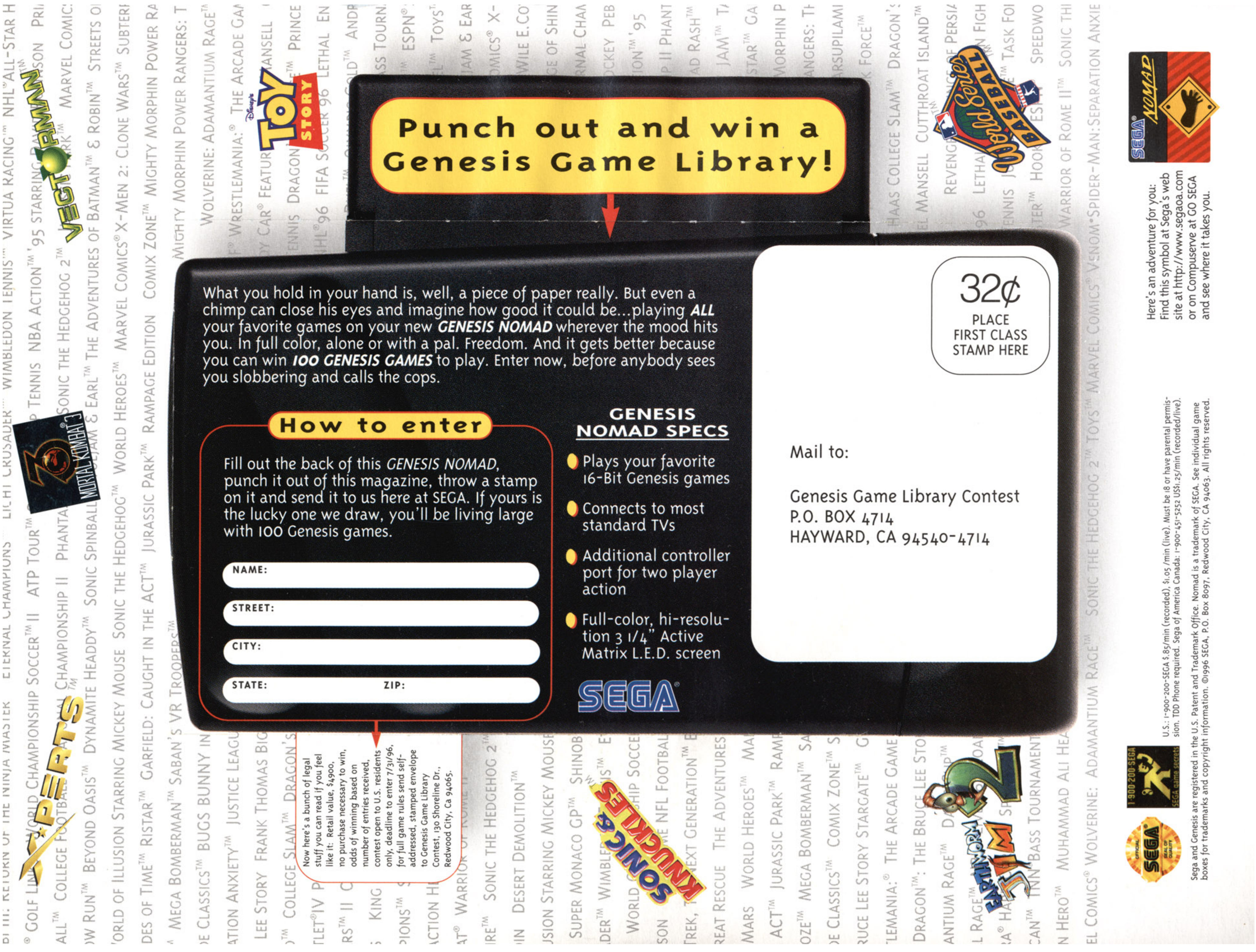

Punch out and win a Genesis Game Library!

What you hold in your hand is, well, a piece of paper really. But even a chimp can close his eyes and imagine how good it could be...playing ***ALL*** your favorite games on your new ***GENESIS NOMAD*** wherever the mood hits you. In full color, alone or with a pal. Freedom. And it gets better because you can win ***100 GENESIS GAMES*** to play. Enter now, before anybody sees you slobbering and calls the cops.

How to enter

Fill out the back of this *GENESIS NOMAD*, punch it out of this magazine, throw a stamp on it and send it to us here at SEGA. If yours is the lucky one we draw, you'll be living large with 100 Genesis games.

NAME:

STREET:

CITY:

STATE: **ZIP:**

Now here's a bunch of legal stuff you can read if you feel like it: Retail value, $4900, no purchase necessary to win, odds of winning based on number of entries received, contest open to U.S. residents only, deadline to enter 7/31/96, for full game rules send self-addressed, stamped envelope to Genesis Game Library Contest, 130 Shoreline Dr., Redwood City, Ca 94065.

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- Connects to most standard TVs
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Here's an adventure for you: Find this symbol at Sega's web site at http://www.segaoa.com or on Compuserve at GO SEGA and see where it takes you.

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OFFICIAL SEGA SEAL OF QUALITY

1-900-200-SEGA SEGA game secrets

U.S.: 1-900-200-SEGA $.85/min (recorded), $1.05 /min (live). Must be 18 or have parental permission. TDD Phone required. Sega of America Canada: 1-900-451-5252 US$1.25/min (recorded/live).

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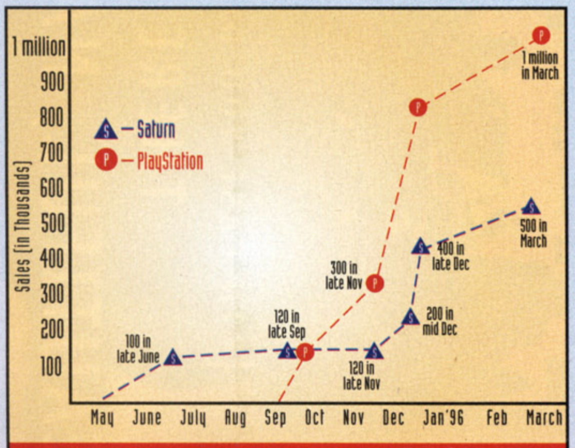
games…there's one where the audio says 'Kill him, kill him, finish him off!' It is so intense," said the First Lady, who seems to favor a stricter enforcement of the ESRB rating system. Obviously, with politicians and parents fired up for a fight, the battle begun two years ago with the Night Trap flap is destined to continue, this time with Primal Rage as the battleground and the public's purchasing rights once again at stake.

PlayStation Sales Top 1 Million

The Sony **PlayStation** reached a sales milestone in March when it sold its 1 millionth unit in North America. By contrast, the Sega Saturn, the PlayStation's closest next-generation competitor, has barely eclipsed the 500,000 mark. **Sony Computer Entertainment America (SCEA)** is quick to point out that it reached the magic million mark before any other next-gen system, even though the PlayStation came out only last September, a year after the Jaguar and the 3DO and four months after the Saturn.



PlayStation v. Saturn Sales 1995-1996

SCEA also claims that the PlayStation has captured 76 percent of the next-generation market since the September launch. In addition to the hardware sales, software sales also put Sony ahead of its competitors. Almost 8 million PlayStation games have been sold in America versus about 3 million Saturn titles.

Warm Up for a New Virtual Baseball Game

Swing away with Designated Hitter, coming this summer to entertainment centers nationwide.

Ballplayers will be swingin' for the fences this year in a new "virtual" baseball game that's coming to family entertainment centers. After a successful test in Elmsford, New York, **Sports Simulation Inc.** is about to go nationwide with its new **Designated Hitter** game. DH pits batters against a big screen and a pitching machine. Hit a ball, and you'll watch fielders scramble to throw out your runner. Many features are customizable, including the chance to compete in a nine-inning game, a Home Run Derby, or a head-to-head two-player mode. G

News Bits

- **WMS Industries** (of Mortal Kombat fame) has acquired **Atari Games Corp.** for $10–$24 million. Unaffiliated with the Jaguar or Atari home games, Atari Games Corp. is the arcade division of Time Warner Interactive and is the group that created Primal Rage and Area 51. It was still unclear at press time how the purchase will affect WMS Industries and the arcade industry, though TWI will continue to make and distribute games.

- Instead of the Blockbuster World Video Game Championship this year, **Blockbuster Video** will be bringing you a new rental program called the **Blockbuster Video Games of Summer Sweepstakes.** This summer-long program features prizes including millions of dollars in free game rentals, next-generation game hardware and software, exciting trips, and a grand prize of the Ultimate Game Room. Anyone can play, and anyone can win. Check out your local Blockbuster Video store for more details.

- Good news for XBanders: **Doom II, The Ultimate Doom,** and **Hexen** are coming to **XBand for the PC,** probably next year.

- **Sega** has announced an agreement with **DreamWorks SKG** (Steven Spielberg's new company) and **MCA Inc.** to create new location-based entertainment centers called **Sega GameWorks.** Plans call for 100 of the sites to be in operation by the year 2000.

- In anticipation of creating a **Final Fantasy** game for the PlayStation (see "ProNews," April), **Square Co. Ltd.** opened a gleaming new $10 million research-and-development center in Los Angeles. Called **Square L.A.,** the new U.S. headquarters will ally itself with the Hollywood entertainment community to make use of the state-of-the-art computer graphics usually reserved for movies.

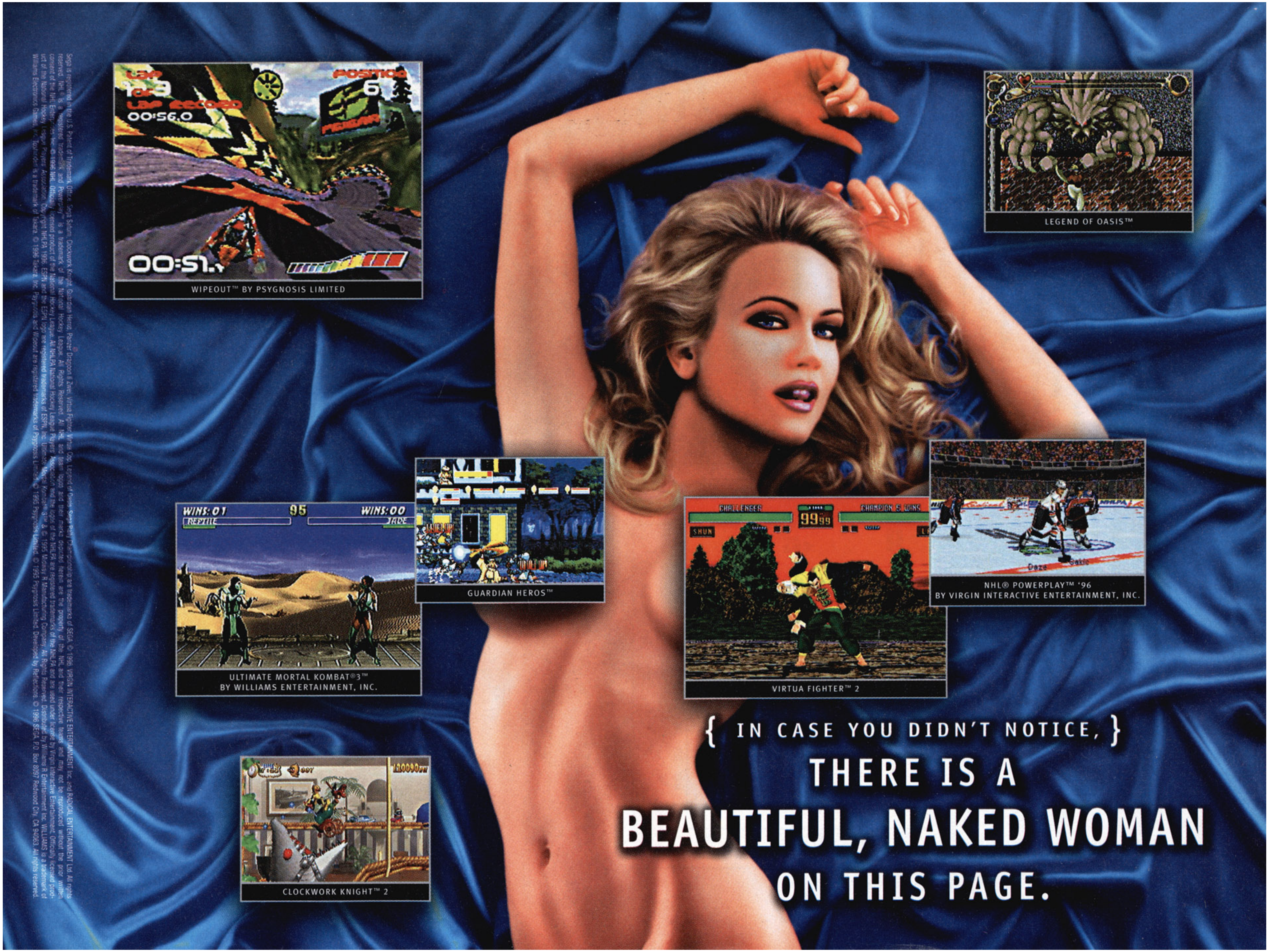
- *Boogerman, The Movie?* Anything's possible now that **Interplay** has gone Hollywood. The Southern California-based video game company has joined with movie producers **MediaFour** to form **Interplay Pictures** in hopes of getting Interplay's video game characters onto the big screen. Together the two companies expect that they'll be able to leverage Interplay's creative products, a list that includes 250 game titles, including Boogerman.

  "We're trying to be very future-thinking in terms of looking to the true mix of Hollywood and the interactive software industry," said Steve Sauer of MediaFour, formerly a Columbia Pictures Television producer and manager.

  Interplay founder Brian Fargo said that he started talking to the principals of MediaFour at a Los Angeles party to launch Boogerman. The partnership with MediaFour is in line with Interplay's efforts to strengthen its ties to Hollywood.

- If you've had fun with **Hot Wheels** cars on your living-room floor, you'll love 'em on your personal computer. **Mattel Media** is working on a series of Hot Wheels discs and peripherals, beginning with Crash & Smash Off-Road Racing for next Christmas.

- With this year's debut of the U.S. Pro Soccer League has come the first plan for a future **Major League Soccer** video game. **BMG Interactive** has acquired the MLS license for the new pro league and is already working on PlayStation, Saturn, and PC games due out next spring.



WIPEOUT™ BY PSYGNOSIS LIMITED

LEGEND OF OASIS™

GUARDIAN HEROS™

NHL® POWERPLAY™ '96
BY VIRGIN INTERACTIVE ENTERTAINMENT, INC.

ULTIMATE MORTAL KOMBAT®3™
BY WILLIAMS ENTERTAINMENT, INC.

VIRTUA FIGHTER™ 2

CLOCKWORK KNIGHT™ 2

{ IN CASE YOU DIDN'T NOTICE, }

THERE IS A
BEAUTIFUL, NAKED WOMAN
ON THIS PAGE.

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You want curves? Try Sega Rally! Want a thrill? Panzer Dragoon II Zwei. Want a real knockout? Check out Virtua Fighter II. And lots of other incredibly cool games you can play on Saturn. But don't be fooled. Sega Saturn games offer more than just great looks. Like three 32-bit processors (that's two more than Playstation™, if you're scoring at home – or even if you're alone). Saturn's triple processing power means better gameplay and better graphics. So if you're looking for some real action, **HEAD FOR SATURN.**

SEGA SATURN™

GAMEPRO ONLINE

The Best of GamePro Online

By The Net Nut

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

Looking for some Duke Nukem 3D action? Check out the File Vault for a demo of this intense PC shooter.

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File Vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (posted daily, this is industry news as it happens)

NetPro

What's on the Web? Check out these game-related Web sites:

Area 51:
`http://pathfinder.com/twi/area51`
Time Warner Interactive provides contest info at this new site. Enter its Operation Shootout contest for Area 51 by July 1, 1996, and you might win your own arcade machine.

Domark Software:
`http://www.domark.com`
Get the latest scoop on Domark games like Flying Nightmares 2 and Crime Wave, as well as product demos.

Killer Instinct:
`http://www2.ncsu.edu/unity/lockers/users/c/chking/KI/`
Brian L. Smolik gives moves, gossip, and news from the world of KI.

Mortal Kombat:
`http://www.mit.edu:8001/people/jevans/mk/mk.html`
From the Massachusetts Institute of Technology comes this site for all MK fans. Codes, bugs, FAQs, and more.

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com

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Glossary of Online Terms

Scrolling – People in chat rooms sometimes continually repeat a word, a number, or a phrase just for effect or to get their point across. This practice, called scrolling, is not only annoying, it's against the chat room rules and could get the violator expelled by their online service.

Online Conferences

GamePro editors provided live online updates and interviews from the spring ACME show in Orlando, Florida. Special conferences included discussions with the Williams/Bally/Midway gamemakers working on NBA Hangtime and War Gods, and an interview with Barbara Knappi of Sega USA (Sega's arcade division) about Virtua Fighter 3, which Sega previewed at the show, among other arcade games. Here's what Barbara told the online crowd:

TuckerMac: Is Fighting Vipers just VF 2.5?

Barbara Knappi: No. While similar to VF 2, Fighting Vipers is a completely different game. You gotta try it, it's amazing, so many locations and awesome moves. As for VF 3, look for it before the end of the year!

Rvistrap: Will you have a new racing game?

BK: Look for Manx TT. It's the most realistic motorcycle racing game out there. It does for motorcycles what Daytona USA does for car racing! By the way, the team that developed Daytona USA is currently developing other products. We haven't planned on a Daytona 2 release until '97, and it will use the same Model 3 system as VF 3.

Pam: Could you tell us about the Sega Arcades?

BK: So far we have a Sega City in Indianapolis and Irvine, and we are opening [a site] in Austin, Texas, in May. In the fall, we'll be in Seattle, Baltimore, and San Jose. Don't forget Virtua Land at the Luxor in Las Vegas, plus a couple more I can't tell you about!

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SPECTRUM HOLOBYTE-MICROPROSE
HOME PAGE

Want news about Star Trek games or Sid Meier's Civilization? Visit the Spectrum HoloByte/MicroProse web site at `http://www.microprose.com`.

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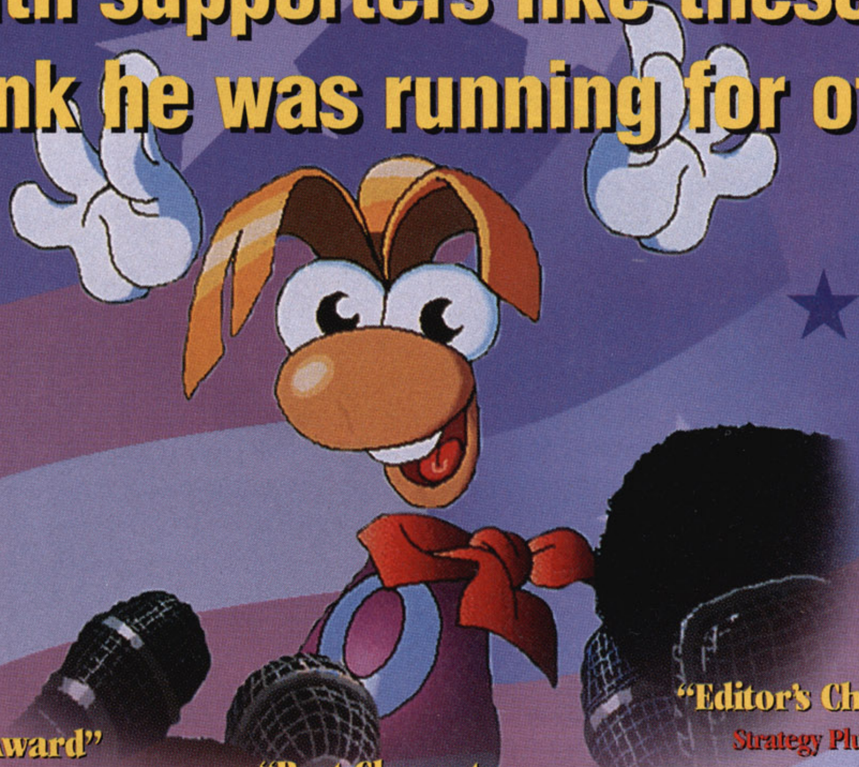

"1995
Parents' Choice Award"

"Game of the Month"
Electronic Gaming Monthly,
September 1995

"5 Stars!"
New Type Gaming

"Best Character,
Best Animation,
Best Soundtrack"
1996 Video Game Buyer's Guide

"Best Graphical Adventure"
Digital Turf TV

"Best Jaguar Game"
1995 Annual Game Players Award

"Editor's Choice Award"
Strategy Plus, May 1996

"A+"
Entertainment Weekly,
November 17, 1995

"1995 Megaward"
Gamefan, January 1996"

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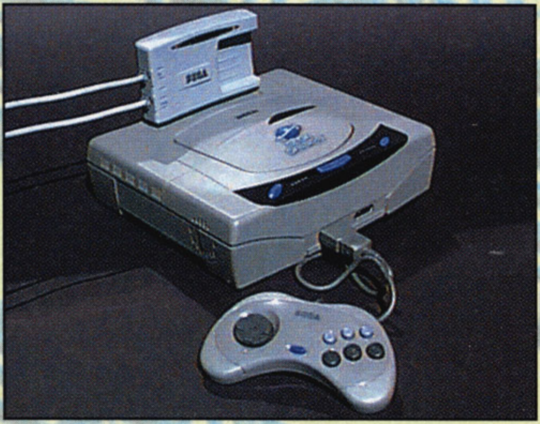
THE CUTTING EDGE

Saturn SURFS the 'Net

Sega goes online with an Internet modem for the Saturn.

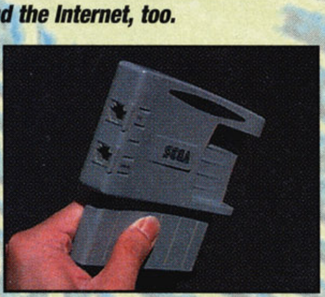
By The Whizz

As high-powered PC companies scramble to shrink personal computer hardware and price tags into network computers (see "The Cutting Edge," April), Sega has a computer ready for online duty now...and you may already own it! The Internet Saturn Peripheral Package will open up the online world of game company Web sites, gamer Web pages, and online services such as America Online to Saturn gamers.



For $450, you get a Saturn and the Internet, too.

For $150, your Saturn becomes Internet capable.



The Internet Saturn modem slides into the memory cartridge slot.

Released in Japan in April, the Internet Saturn package consists of a Saturn, a 28.8-baud modem cartridge, and a CD containing HTML 2.0-compatible browser software for approximately $450. Japanese Saturn owners could buy the modem and the browser for about $150. Sega of America plans a U.S. launch for the end of '96.

Sega's Secret

According to Yutaka Yamamoto, director of new technology for Sega of America, the Internet Saturn is completely software driven, thanks to some savvy strategic thinking at Sega Enterprises in Japan when the Saturn hardware was still in development. "Sega engineers always felt the Saturn would be good for multimedia applications as well as game playing," Yamamoto said. "So they developed a kernel [a special subprogram] in the operating system to support communications tasks." At that time the Internet hype was just beginning, but when Sega decided to go online, the Saturn was ready.

Saturn Connected

The Internet package will make the Saturn a formidable online machine. The external modem will slide into the cartridge slot on the top of the machine, much like the Catapult modem does on the Genesis. The browser's icon-driven interface is designed to support the Saturn controller as the primary input device, but it also supports the Saturn mouse or an optional keyboard. Either way, preliminary browser interface designs call for a virtual keyboard onscreen. By year's end, there will be an external 3.5-inch floppy disk drive for downloading online data.

Games Online

It seems Sega will explore every means to use online connectivity to support console gamers. According to Yamamoto, Sega Enterprises in Japan is exploring the possibility of creating an online game, and Sega of America will follow suit. "Although downloading an entire game to CD needs a technological breakthrough," Yamamoto says, "players could be able to download new characters or new sports season stats. That's entirely possible with existing Saturn hardware." **G**

GAMEPRO LABS

By The Lab Rat

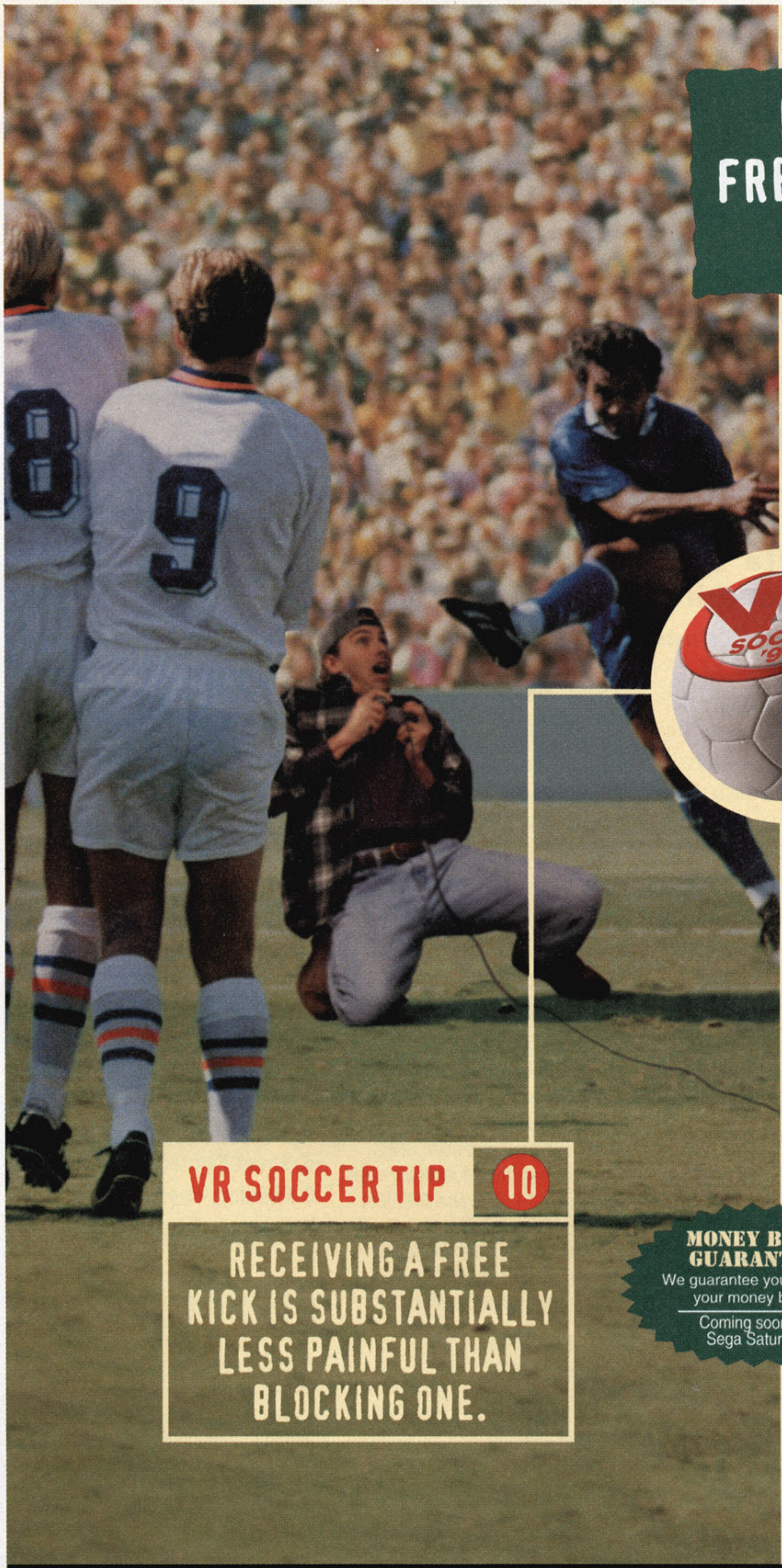
We were tinkerin' recently with a new toaster/joystick accessory that didn't quite have all the bugs worked out. And, well, while we were making breakfast, the Lab suffered some fire damage. But don't despair, we should be up and running next month with new peripherals that won't burn your English muffins. Here's a quickie to tide you over.

Guru Voodoo

The 3DO finally has a cheat peripheral in the form of an innovative disc called **The Game Guru.** Published by **3DO,** this CD features cheats for 39 games. The disc accesses game files you've already saved to the 3DO's memory and patches multiple cheats right onto your saved games.

3DO GAME GURU

Some of the cheats on the Game Guru are Gex's hidden level and ending, all the Shock Wave levels, and many more for games like Quarantine, Wolfenstein 3D, and Road Rash. New cheats (which you can enter and save) will be available in *GamePro* and on 3DO's Web site. The Guru, which also performs other memory-management tasks, is available now at video game stores for about 30 bucks.



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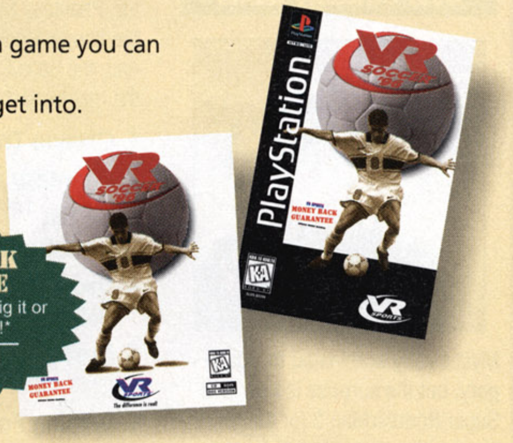

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1995 READERS' CHOICE AWARDS

The Winners

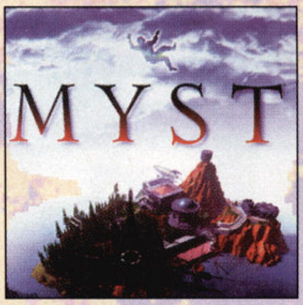
What were your favorite systems and games in 1995? The votes are in and counted!

By The Feature Creature

When we asked you in our March issue to vote for your favorite games and systems of 1995, we really didn't know what to expect. Which new system was your favorite, the PlayStation or the Saturn? Would the venerable 16-bit systems hold their own against the next-gen systems? Which was the better 16-bit game, Vectorman or Donkey Kong Country 2? You answered all these questions and more by sending in thousands of ballots. *GamePro's* readers have spoken!

Best Overall

Best Strategy Game



Myst clearly dominated this category, but the surprise is how well Super BomberMan 2 for the SNES fared with voters. Although it was a familiar concept on a five-year-old machine, SBM 2 still had the firepower to blast past the newer, glitzier D for the 3DO.

1. **Myst** (Saturn): 50%
2. **Super BomberMan 2** (SNES): 22%
3. **D** (3DO): 18%
4. **Syndicate** (Genesis): 10%

Best Role-Playing Game

Chrono Trigger tallied three times as many votes as its nearest competitor, Phantasy Star IV. Sega can't be too happy: While PS IV placed second, the Sega CD games brought up the rear behind all the SNES games.

1. **Chrono Trigger** (SNES): 42%
2. **Phantasy Star IV** (Genesis): 14%
3. **EarthBound** (SNES): 13%
4. **Secret of Evermore** (SNES): 10%
5. **Breath of Fire II** (SNES): 10%
6. **Shining Force CD** (Sega CD): 7%
7. **Lunar: Eternal Blue** (Sega CD): 4%

Best Puzzle Game

Not much competition for Zoop. Viacom's hit puzzler pounded its competition by the largest margin of any Readers' Choice winner, garnering nearly four times the number of votes as the second-place game.

1. **Zoop** (any system): 64%
2. **Kirby's Avalanche** (SNES): 18%
3. **Bust-a-Move** (3DO): 13%
4. **Wild Snake** (SNES): 5%

Best System Overall

This was one of the most telling categories. The PlayStation came in far ahead of the second-place SNES and had more than double the votes for the Saturn. Note also that both 16-bit systems finished ahead of the 3DO and Jaguar. And yes, a few readers did vote for the handheld systems at the bottom of the list.

1. **PlayStation:** 41%
2. **Super NES:** 24%
3. **Saturn:** 18%
4. **Genesis:** 7%
5. **3DO:** 3%
6. **Jaguar:** 2%
7. **Neo•Geo:** 1%
8. **Game Gear:** 1%
9. **Virtual Boy:** 1%
10. **Nomad:** 1%
11. **Game Boy:** 1%

Best Handheld Game

This was one of the closest competitions. Nintendo's gotta be happy that its black-and-yellow Donkey Kong Land and black-and-red Wario Land beat out Sega's color Game Gear games. For once, fighting games didn't beat up their competition.

1. **Donkey Kong Land** (Game Boy): 19%
2. **Wario Land** (Virtual Boy): 15%
3. **Super Return of the Jedi** (Game Gear): 14%
4. **Killer Instinct** (Game Boy): 13%
5. **Taz in Escape from Mars** (Game Gear): 13%
6. **Street Fighter II** (Game Boy): 9%
7. **Mario Tennis** (Virtual Boy): 8%
8. **Kirby's Dream Land 2** (Game Boy): 5%
9. **Galactic Pinball** (Virtual Boy): 4%

Best Arcade Game

Mortal Kombat games make lots of appearances in the Readers' Choice Awards. This category scored a big win for Williams Entertainment with a landslide victory over a field of fighters.

1. **Ultimate Mortal Kombat:** 41%
2. **Tekken 2:** 20%
3. **Virtua Fighter 2:** 13%
4. **Mortal Kombat 3:** 12%
5. **Street Fighter Alpha:** 10%
6. **Fighting Vipers:** 2%
7. **Samurai Shodown III:** 2%

16-Bit Games

Best Racing Sim

An old favorite takes this checkered flag. Virtua was placed in this category because the 32X is technically a 16-bit add-on. Despite all the extra technology, it still didn't come close to Road Rash 3.

1. **Road Rash 3** (Genesis): 55%
2. **Virtua Racing** (32X): 34%
3. **Newman Haas Indy Car** (SNES): 11%

Best Sports Game

The Genesis has always been known for its sports games, and the results here only strengthen that rep as Genesis games filled every position except third. The top three sports games separated themselves from the pack, but Tecmo's strong showing was a surprise.

1. **NBA Live '96** (Genesis): 27%
2. **Madden NFL '96** (Genesis): 24%
3. **Tecmo Super Bowl 3** (SNES): 22%
4. **NHL '96** (Genesis): 11%
5. **World Series '95** (Genesis): 7%
6. **Coach K College Basketball** (Genesis): 4%
7. **FIFA '96** (Genesis): 3%
8. **College Football '96** (Genesis): 3%

Best Fighting Game

This was a two-game contest. The readers had no trouble helping KI to K.O. the competition. Mortal Kombat 3 took one-third of the votes, placing a respectable second far ahead of the rest of the brawlers.

1. **Killer Instinct** (SNES): 45%
2. **MK 3** (SNES): 33%
3. **WWF Wrestlemania** (Genesis): 8%
4. **Primal Rage** (Genesis): 7%
5. **Eternal Champions** (Sega CD): 4%
6. **Weaponlord** (Genesis): 3%

Head to Head

Who won the most categories? Based on your votes, we came up with these results when two systems went head to head. We didn't count any games that were for all systems.

SNES vs. Genesis:
SNES 5, Genesis 2

PlayStation vs. Saturn:
PlayStation 7, Saturn 1

Saturn vs. 3DO:
Saturn 7, 3DO 0

3DO vs. Jaguar:
3DO 3, Jaguar 0

Best Action Game

DKC 2 doubled the votes of the runner-up game, Vectorman. During the winter, the editors took a lot of flack for not giving The Adventures of Batman and Robin superior ratings in the original ProReview (see August 1995); nice that most readers came around to seeing it our way.

1. **DKC 2** (SNES): 44%
2. **Vectorman** (Genesis): 22%
3. **Earthworm Jim 2** (Genesis): 14%
4. **Mega Man X3** (SNES): 10%
5. **Yoshi's Island** (SNES): 8%
6. **Adventures of Batman & Robin** (Genesis): 2%

Next-Gen Games

Best Fighting Game

This was the only instance where the Saturn won a direct head-to-head competition with the PlayStation, as VF 2 nosed out MK 3 at the wire. PlayStation games rounded out the field.

1. **Virtua Fighter 2** (Saturn): 28%
2. **MK 3** (PlayStation): 27%
3. **Tekken** (PlayStation): 22%
4. **Battle Arena Toshinden** (PlayStation): 12%
5. **WWF Wrestlemania** (PlayStation): 7%
6. **Primal Rage** (PlayStation): 4%

Best Strategy Game

The second win for Myst. Return Fire was a favorite with editors, but not with readers, who seemed more likely to call it Return Game.

1. **Myst** (Saturn): 41%
2. **Hell** (3DO): 21%
3. **Theme Park** (any system): 18%
4. **D** (3DO): 11%
5. **Return Fire** (3DO): 9%

Best Vehicle Shooter

What we thought was only an above-average game was a first-place winner among readers. And once again the Jag barely mustered a pulse.

1. **Twisted Metal** (PlayStation): 31%
2. **Panzer Dragoon** (Saturn): 21%
3. **Warhawk** (PlayStation): 17%
4. **Air Combat** (PlayStation): 16%
5. **Shockwave: Operation Jumpgate** (3DO): 7%
6. **Viewpoint** (PlayStation): 2%
7. **Agile Warrior** (PlayStation): 2%
8. **Iron Soldier** (Jaguar): 2%
9. **Ghen War** (Saturn): 1%

Best Action Game

Once again the PlayStation clobbers its competitors. Readers would rather shoot guns than run around as animals, evidently.

1. **Loaded** (PlayStation): 31%
2. **Gex** (any system): 26%
3. **Bug!** (Saturn): 12%
4. **Rayman** (PlayStation): 9%
5. **Jumping Flash** (PlayStation): 8%
6. **Shinobi Legions** (Saturn): 7%
7. **Clockwork Knight** (Saturn): 6%
8. **Astal** (Saturn): 1%

DOOM

Best Corridor Shooter

No surprise here as Doom outshot a squad of Saturn and 3DO games.

1. **Doom** (PlayStation): 46%
2. **Virtua Cop** (Saturn): 34%
3. **Wolfenstein 3D** (3DO): 7%
4. **Killing Time** (3DO): 5%
5. **PO'ed** (3DO): 4%
6. **Kileak** (PlayStation): 3%
7. **Robotica** (Saturn): 1%

1995 READERS' CHOICE AWARDS

Best Racing Game

PlayStation titles left the Saturn in the dust, taking first, third, and fourth. The Need for Speed was one of the editors' favorites, but readers sent it back to the pits.

1. **Destruction Derby** (PlayStation): 21%
2. **Daytona USA** (Saturn): 20%
3. **Wipeout** (PlayStation): 16%
4. **Ridge Racer** (PlayStation): 15%
5. **Virtua Racing** (Saturn): 12%
6. **Sega Rally Championship** (Saturn): 11%
7. **Need for Speed** (3DO): 5%

Best Sports Game

Only a decent showing by the Saturn's World Series Baseball staved off a total PlayStation sweep.

1. **NFL GameDay** (PlayStation): 34%
2. **ESPN Extreme Games** (PlayStation): 25%
3. **World Series Baseball** (Saturn): 19%
4. **NHL Face Off** (PlayStation): 15%
5. **FIFA '96** (PlayStation): 7%

Best Next-Gen System

In the previous categories, the PlayStation went head to head with the Saturn seven times, and it won six. So is it any surprise that Sony's 32-bit machine wiped out every other next-gen system in this category? Ironically, the Jag, which has been around longer than the other systems and claims to be far more powerful, still lags far behind the leaders in terms of popularity. Guess they didn't do the math.

1. **PlayStation:** 63%
2. **Saturn:** 25%
3. **3DO:** 6%
4. **Neo•Geo CD:** 4%
5. **Jaguar:** 2%

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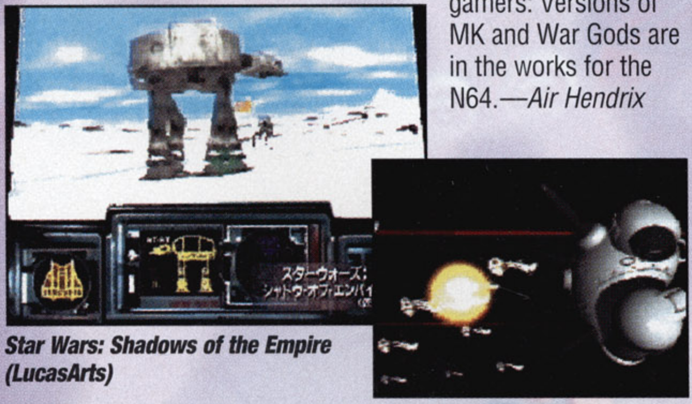
SNEAK PREVIEWS

ELECTRONIC ENTERTAINMENT
EXPO
E3
LOS ANGELES '96
An IDSA Show

Practically overnight, the Electronic Entertainment Expo (E3), held this year in Los Angeles from May 16–18, has become the biggest event in the video game industry. On the eve of the show, *GamePro* brings you a look at some of the stars on the Nintendo 64, PlayStation, Saturn, SNES, and Genesis platforms. No 3DO games, though – surprisingly, 3DO decided late in March to skip out on E3. Finally, turn to the "Sports Pages" for additional coverage of E3 sports games.

Next for the Nintendo 64

E3 marks the first time the Nintendo 64 will be shown to the U.S. gaming public, and with several embarrassing delays under its belt, Nintendo's surely looking to E3 to set the stage for the 64-bit system's September launch. While many details of upcoming N64 games were kept tightly under wraps at press time, Williams had good news for fighting gamers: Versions of MK and War Gods are in the works for the N64.—*Air Hendrix*



Star Wars: Shadows of the Empire (LucasArts)

Robotech (GameTek)

Other Hot Nintendo 64 Games at E3

Blastdozer (Nintendo)

Body Harvest (Nintendo)

Buggy Boogie (Nintendo)

Cruis'n USA (Nintendo)

Doom 64 (Williams Entertainment)

GoldenEye (Nintendo)

Killer Instinct (Nintendo)

Kirby Bowl 64 (Nintendo)

Legend of Zelda (Nintendo)

Mission: Impossible (Ocean)

Mortal Kombat 64 (Williams Entertainment)

Pilotwings (Nintendo)

Red Baron (Sierra On-Line)

Robotech (GameTek)

Stacker (Virgin Interactive Entertainment)

StarFox 64 (Nintendo)

Star Wars: Shadows of the Empire (LucasArts)

Super Mario Kart R (Nintendo)

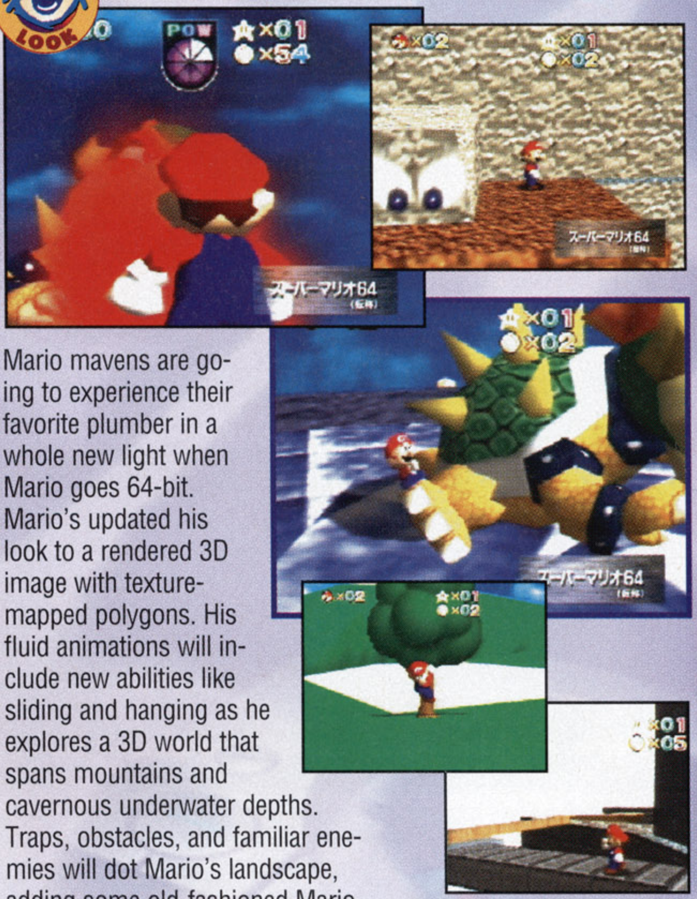
Top Gun (Spectrum HoloByte)

War Gods (Williams)

Waverace 64 (Nintendo)

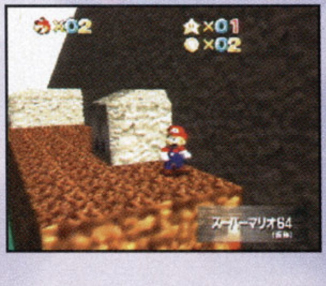
Super Mario 64

Nintendo 64



Mario mavens are going to experience their favorite plumber in a whole new light when Mario goes 64-bit. Mario's updated his look to a rendered 3D image with texture-mapped polygons. His fluid animations will include new abilities like sliding and hanging as he explores a 3D world that spans mountains and cavernous underwater depths. Traps, obstacles, and familiar enemies will dot Mario's landscape, adding some old-fashioned Mario fun to the new Super Mario 64 look.—*Cover Girl*

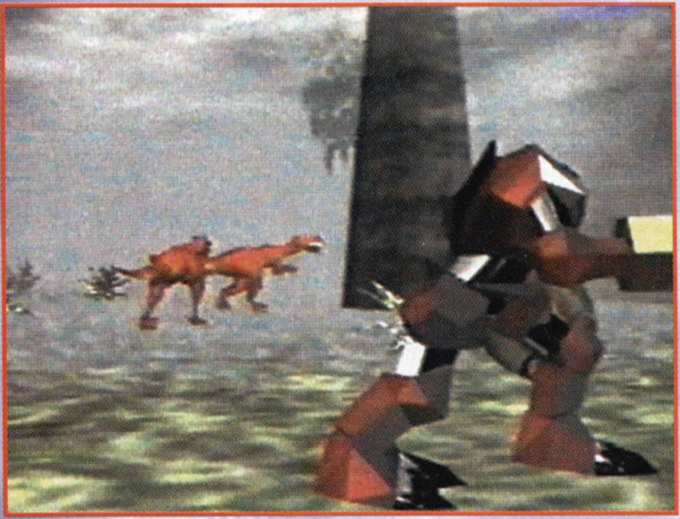
Developed by Rare
Published by Nintendo
Available Fall '96
50% COMPLETE



Turok Dinosaur Hunter

Nintendo 64

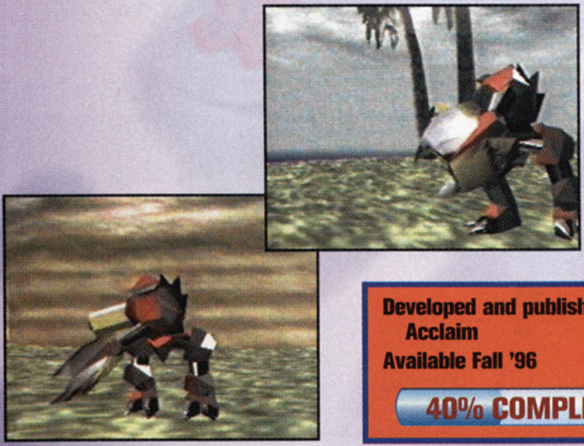
By Tommy Glide



Turok fuses futuristic robots with enemies from the Paleozoic past. Notice the slick reflective metallic textures in the robot.

Graphics

If you think Acclaim did a nice job with Alien Trilogy, these early shots of Turok give you a good idea of how sweet this first-person shooter may actually be. Utilizing the Nintendo 64's advanced capabilities, all the characters will be polygonal with high-definition texture mapping. Humanoid characters will feature motion-captured animations, and all the backgrounds are rendered.



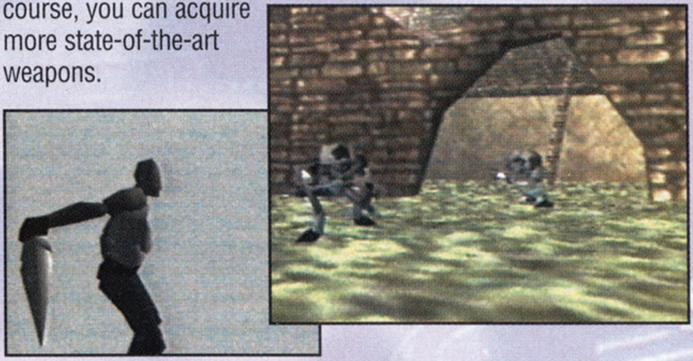
Developed and published by Acclaim

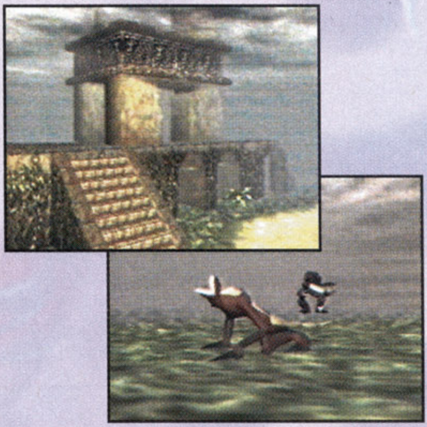
Available Fall '96

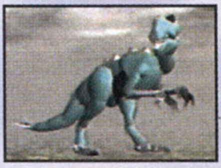
40% COMPLETE

Story Line

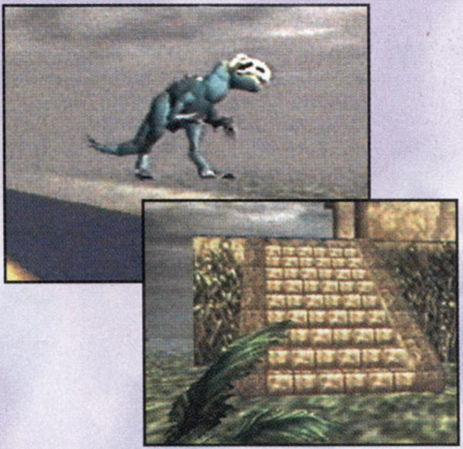
Following several of the story lines from the Turok comics, Turok Dinosaur Hunter challenges you to stop the Campaigner (who plans to conquer the world with his time-altering device, the Chronoscepter) from taking over the Lost Valley. As Turok, you're armed with a hunting knife, tomahawk, pistol, and tek bow. Of course, you can acquire more state-of-the-art weapons.







Gameplay



Turok will incorporate "Warp Generators," which will allow you to play through the game in a nonlinear fashion. This feature will give the game much higher replay value as secret rooms, power-ups, and passages to other levels will be located in different places every time the game is played.

PlayStation Premieres

With 1 million PlayStation units sold and 7 million games out the door at press time, Sony's climbed quickly and decisively to the top of the next-gen leaderboard since its debut last September. As the company prepares to continue that meteoric rise, rumor has it that Crash Bandicoot (see "Sneak Previews," April) may toe the line with Sonic and Mario as the PlayStation's new mascot. Other sharp E3 titles, like Tekken 2 and Tenka, should continue to solidify the PlayStation's dominance – at least until the Nintendo 64 hits the market.—*Air Hendrix*

Major Damage (Capcom)

Crash Bandicoot (Sony)

1P- NEW HERO
2P- NEW HERO
FIRST ATTACK!

Marvel Super Heroes (Capcom)

Marvel 2099 (Mindscape)

Other Hot PlayStation Games at E3

Aeon Flux (Viacom)
Amok (Scavenger)
Area 51 (Time Warner Interactive)
Armed (Interplay)
Assassin 2015 (Data East)
Blade Runner (Virgin Interactive Entertainment)
Blam! Machinehead (U.S. Gold)
Blast Chamber (Activision)
Clay Fighter III (Interplay)
Crash Bandicoot (Sony)
Criticom 2 (Vic Tokai)
Deadly Skies (JVC)
Descent II (Interplay)
Descent: Levels of the World (Interplay)
Destruction Derby 2 (Psygnosis)
Disruptor (Universal Interactive)
Escape from L.A. (Virgin Interactive Entertainment)
Extreme Dreams (Capps)
Fade to Black (Electronic Arts)
Firo & Klawd (BMG Interactive)
G Police (Psygnosis)
Galaxian 3 (Namco)
Ganymede (Rocket Science)
Grand Theft Auto (BMG Interactive)
Gunship 2000 (Microprose)
Impact Racing (JVC)
Into the Shadows (Scavenger)
Jet Moto (Sony)
KGB Files (Data East)
Kileak the Blood 2 (Sony)
Mag Ball (Trimark Interactive)
Monster Trucks (Psygnosis)
Mud Kicker (Scavenger)
NBA Hang Time (Williams)
Open Ice Challenge (Williams)
Pitfall (Activision)
Project Overkill (Konami)
Propaganda (Virgin Interactive Entertainment)
Rayman 2 (Ubi Soft)
Re-Loaded (Interplay)
ReBoot (Electronic Arts)
Ridge Racer Revolution (Namco)
Robo Pit (T•HQ)
Rocket Jockey (Rocket Science)
Scorcher (Scavenger)
Shining Sword (American Laser Games)
Sirens (Capps)
Soul Edge (Namco)
Speed Freak (U.S. Gold)
Steel Harbinger (Mindscape)
Street Fighter Alpha 2 (Capcom)
Strike (Electronic Arts)
Swagman (U.S. Gold)
Syndicate Wars (Electronic Arts)
Tekken 2 (Namco)
Tempest 2000 (Interplay)
Tenka (Psygnosis)
Terminus (Scavenger)
Time Commando (Interplay)
Tomb Raider (U.S. Gold)
Top Gun: Fire at Will (Spectrum HoloByte)
Track Attack (Spectrum HoloByte)
Twisted Metal 2: World Tour (Sony)
Vette (Spectrum HoloByte)
W.E.T. Corpse (Vic Tokai)
Werewolf (Capcom)
Wipeout 2 (Psygnosis)
X-Men: Children of the Atom (Acclaim)

FIRST LOOK

Shredfest

PlayStation **Saturn**

Shredfest transplants Road Rash's gnarly gameplay onto the ski slopes for serious snowboard mayhem. Gamers compete in downhill, slalom, and trick-based races to progress through the pro snowboarding circuit. Free spirits can kick up chaos on crowded public slopes in the Free Ride mode or hook up with locals to track down secret trails. The five levels, which encompass eight resorts, conclude with helicopter-based shreddin' in Alaska. Licenses from top board makers like Burton fill the game with real-life boards, and EA promises to deliver realistic game physics, snazzy motion-captured graphics, and a jammin' alternative-rock soundtrack.—*Air Hendrix*

Thrash Style
Freeride
Boarder-X
Halfpipe
Slopestyle
Lockers
Exit

Put down that Twinkie Twin-Pak, choose an event and go thrash."

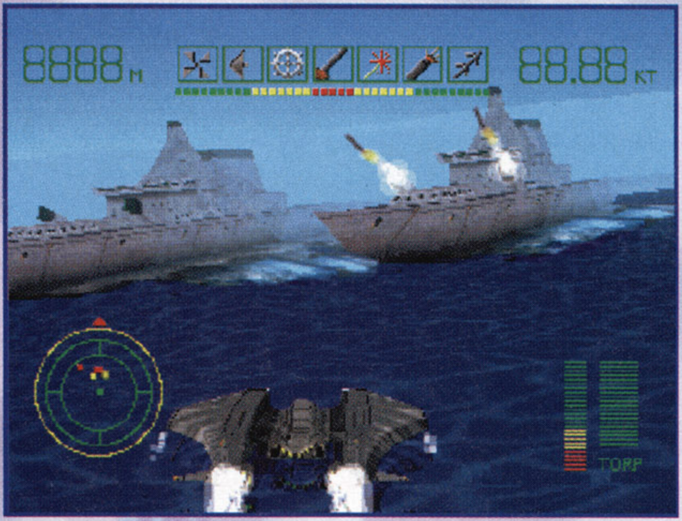
Developed and published by Electronic Arts
Available September
10% COMPLETE

GamePro Exclusive

Tigershark

PlayStation **PC CD**

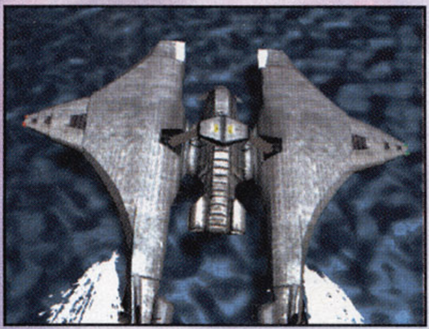
By Bruised Lee

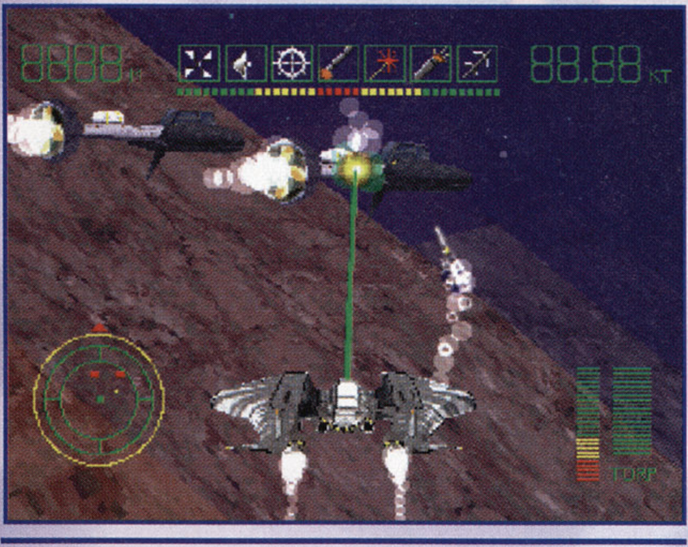


Gorgeous, detailed polygonal graphics and intricate gameplay in a 3D world position Tigershark as a potential Warhawk killer.

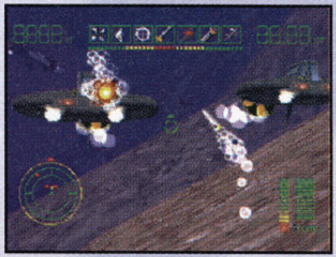
Gameplay

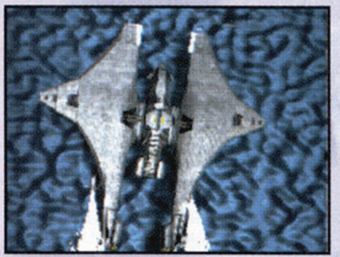
The Tigershark is a fast-paced, heavily armored Subfoil attack vehicle. Throughout the nine missions, you maneuver both above and below the surface of the ocean, destroying key installations before advancing to the next level. Tigershark's weapon system is a mixture of surface and subsurface weapons that will change as the player progresses.





Controls



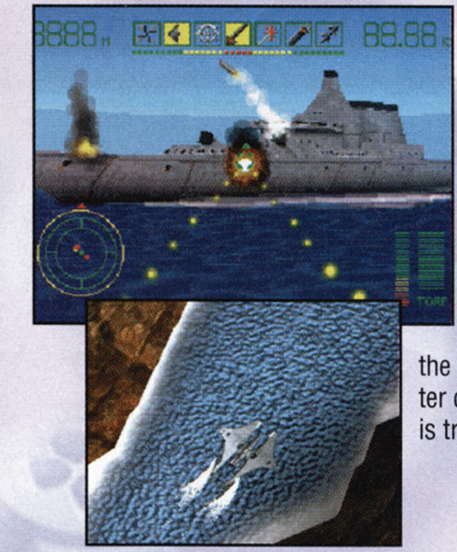


The vehicle jets along the water with smooth, tight accuracy. Even underwater, the action is solid. Players can easily explore, attack, dive, and surface while interacting with the environment.

Developed by n-Space
Published by GT Interactive
Available First Quarter '97
40% COMPLETE

TIGERSHARK

Graphics

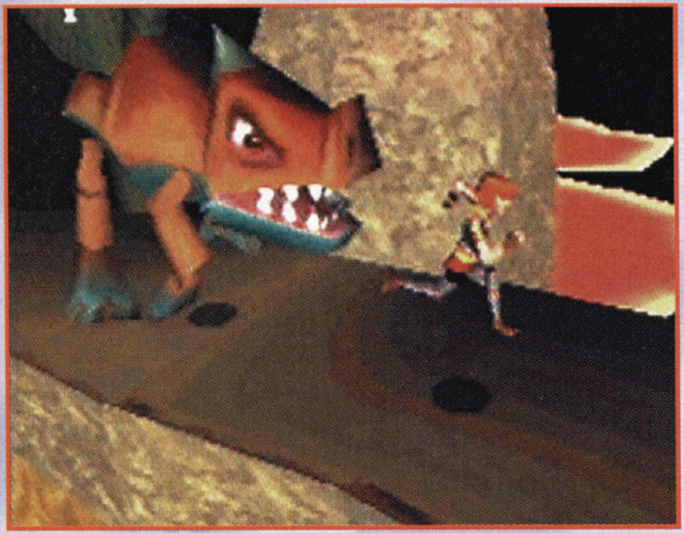


Tigershark's loaded with realistic graphics, such as battles where constant attacks cause a massive battleship's hull to break in two and slowly sink. Even the environment seems true to life: Mountains break though the dense fog as you skim along the water, and an underwater city packed with enemies is truly spectacular.

Pandemonium

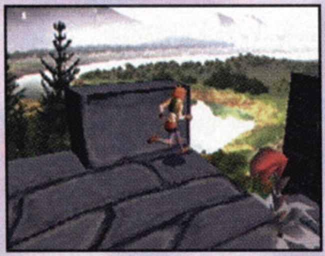
PlayStation

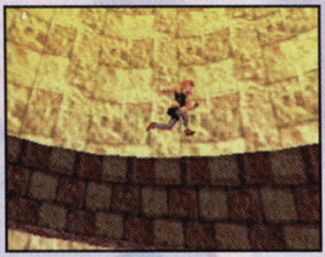
By Tommy Glide



Zoinks! Nikki, co-star of Pandemonium (seen here as she appears in this 3D game), is close to becoming an enemy's entrée.

This rooftop sequence demonstrates how the camera zooms in dramatically during gameplay.

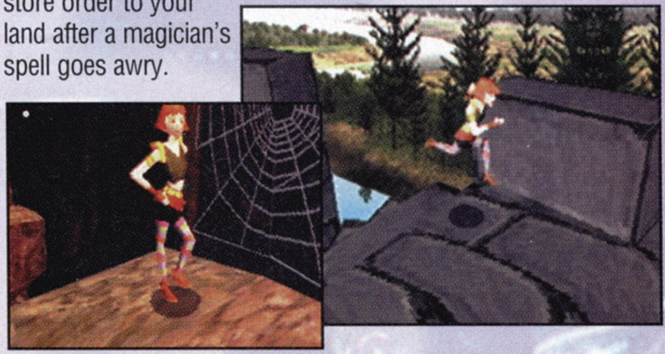


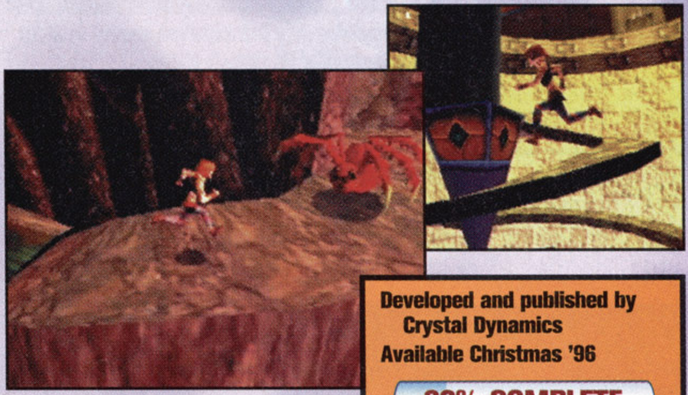


The Story So Far...

Enter the far-out world of Nikki and Fargus in Pandemonium. This game takes the genre of fast-paced, side-scrolling adventure and brings it to a huge new world with 3D characters and a completely 3D environment.

As either Nikki, the wizard's apprentice, or Fargus, the slightly deranged jester who talks to his puppet, you must restore order to your land after a magician's spell goes awry.

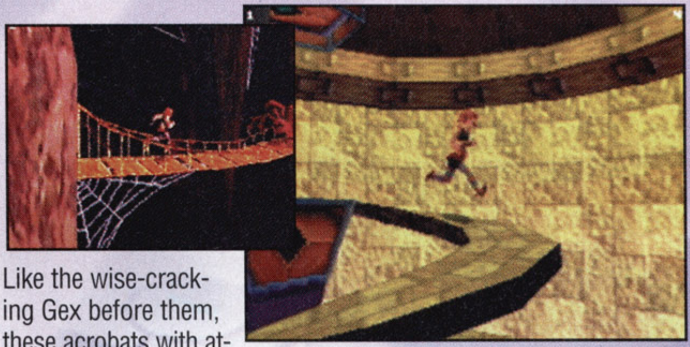




Developed and published by Crystal Dynamics
Available Christmas '96

20% COMPLETE

Gameplay & Graphics



Like the wise-cracking Gex before them, these acrobats with attitude will boast more than 300 one-liners as they traverse realms with deserts, castles, giant mushroom caves (Mushrooms and castles? Hmmm, sounds familiar.), and plenty of secret areas.

Graphically, the worlds are 3D, but your controls mostly limit you to two planes of movement: up and down (as in jumping), and back and forth (as in running left or right). Pandemonium looks to capture the great 3D environment with good cinematography, moving the camera to whatever angle gives you the most dramatic – yet playable – view of the action. Characters can morph, and there's also a two-player cooperative mode.

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Sean Williams	4.9 minutes
Joseph Trans	5.2 minutes
Brian Riggs	5.3 minutes
Michael D. Godda	6.1minutes
Korey Philpot	6.7 minutes

1-900-454-6600

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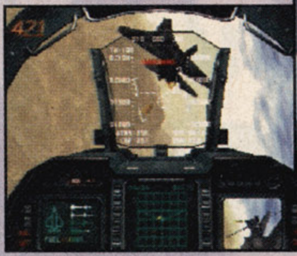
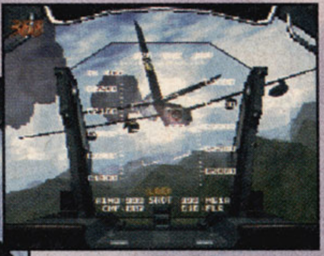
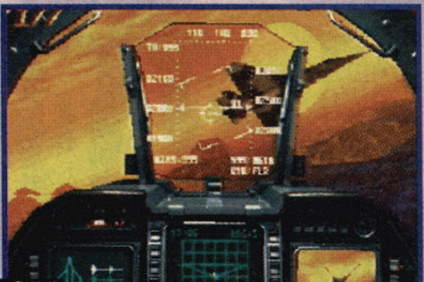
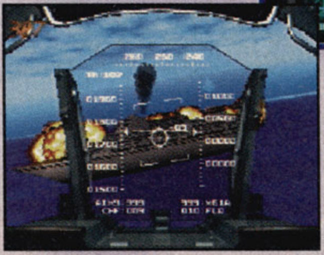
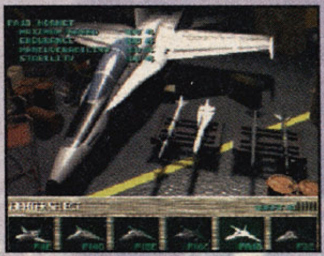
Bogey: Dead 6

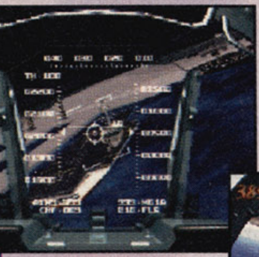
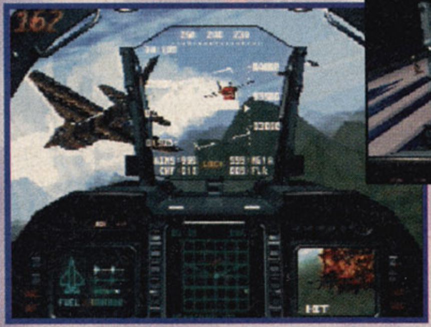
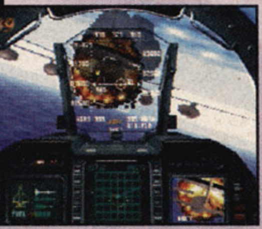
PlayStation

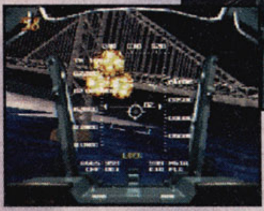




As a top Navy fighter pilot, it's your job to take out the military arm of an international crime organization. Fortunately, you have real-life planes like the F-22 Phantom, F/A-18 Hornet, F-4E Phantom, F-14D Tomcat, F-15E Eagle, and MiG-29 on your side. Bogey's dogfights drop you into air-to-air, air-to-sea, and air-to-ground combat scenarios with 360-degree movement and two perspectives. Sony's promising high-speed action and tight controls, but only hands-on gaming will determine if this intriguing prospect can outmaneuver Agile Warrior and Air Combat.—*Air Hendrix*

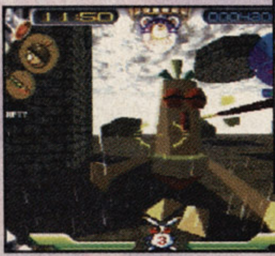
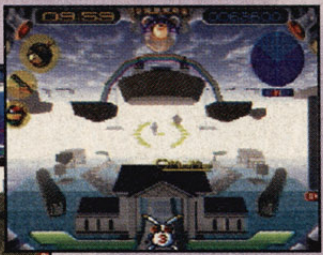
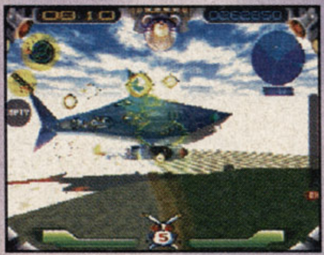
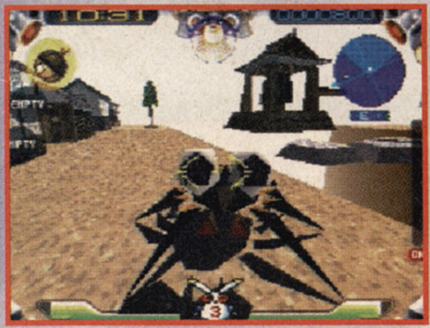
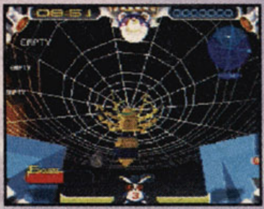
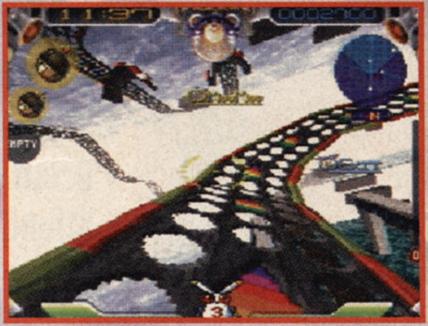
Developed by Asmik
Published by Sony
Available July

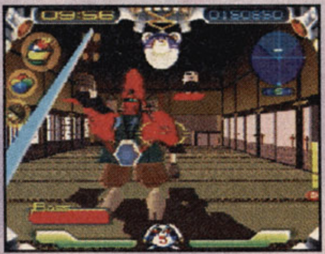
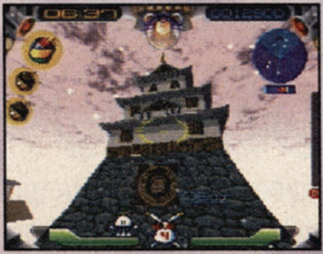
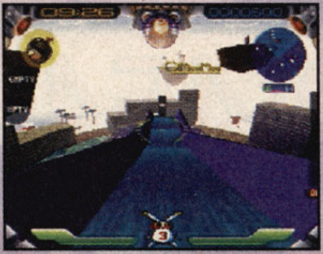


Jumping Flash 2

PlayStation

Once again, it's time to climb inside that giant bunny-rabbit mechwarrior to protect your home planet from the menacing Captain Suzuki. A sequel to last year's quirky but critically acclaimed mech shooter, JF 2 hops into town with six new worlds composed of three stages each. Racing against the clock, gamers must rescue four of their compadres on each stage, collecting new weapons and power-ups while searching for pitfalls, bonus levels, and secret rooms. If the first Flash was any indication, quality gameplay could be lurking underneath this game's youthful exterior.—*Air Hendrix*

Developed and published By Sony
Available Fourth Quarter '96

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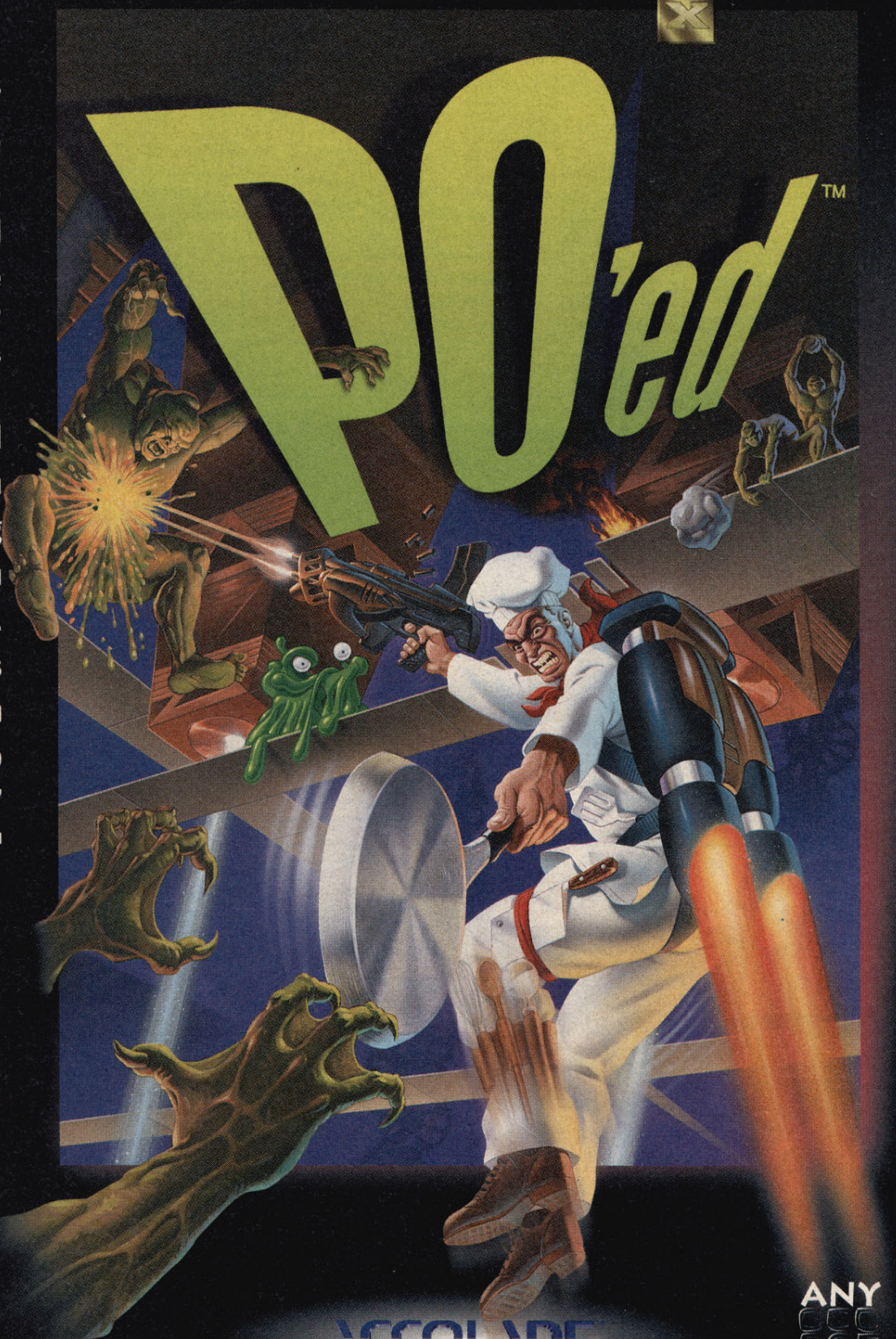
--GOLD AWARD, PS*EXTREME*



"A super voyage into the bizarre. More colorful and enjoyable than Doom."
--VIDEOGAMES

"PO'ed is indeed an interesting first-person shooter. Weapons range from humorous to creative."
--FUSION

INFINITE DIRECTIONAL 3D PLAY

"PO'ed should not be missed."
--EGM

"One of the fastest-paced battles yet in first-person view. Features 25 diverse levels with unseen vertical height mapping techniques."
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PlayStation

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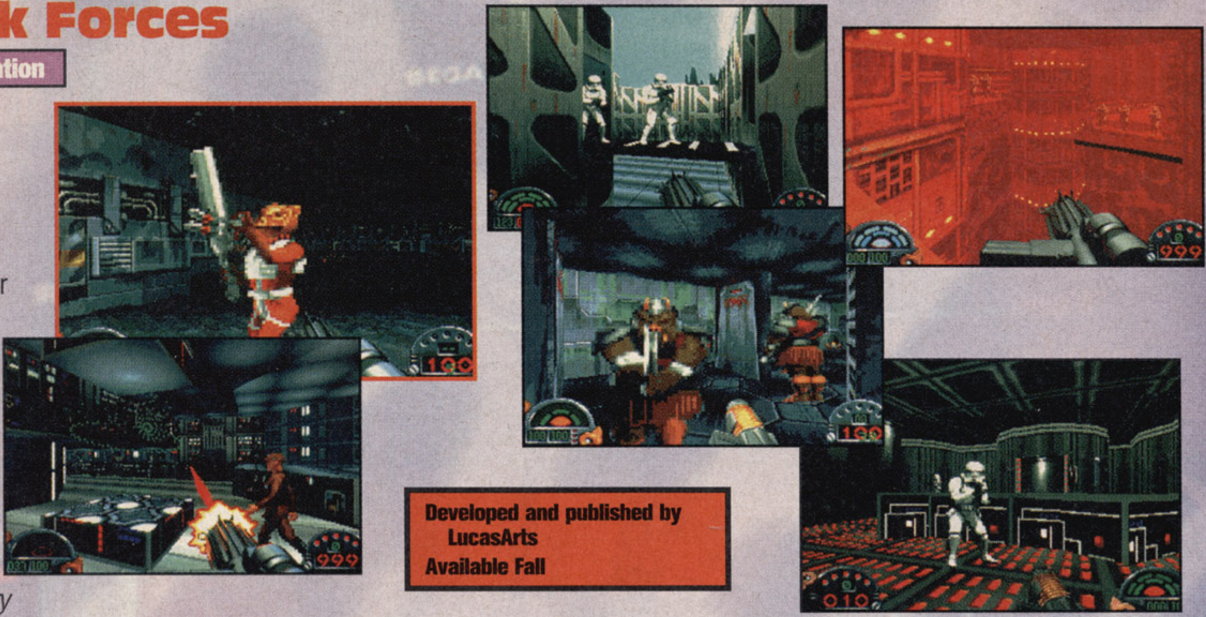
Dark Forces

PlayStation

The Doom-killer is finally making its way to the PlayStation. Dark Forces, the *Star Wars*-inspired corridor shooter, will soon blast Stormtroopers right into your living room. Nail enemies culled straight from the movie trilogy, and head toward your worst nightmare: the Dark Trooper.—*Scary Larry*

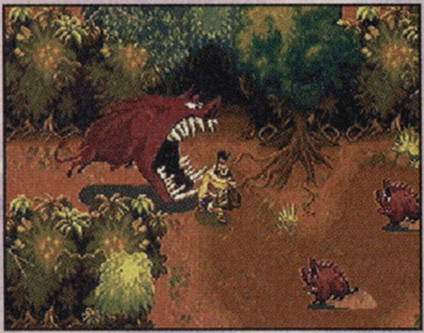


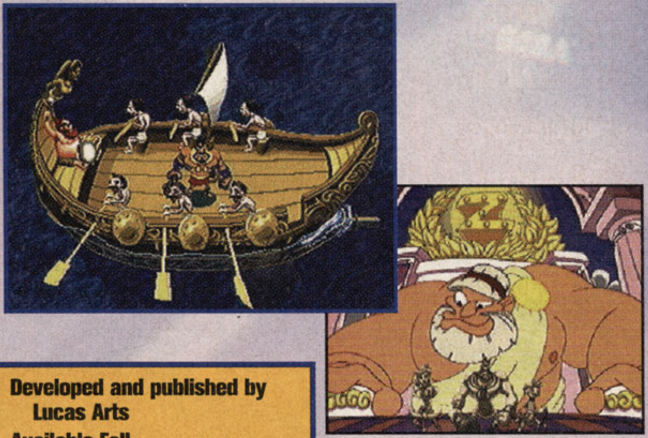
Developed and published by LucasArts
Available Fall

Herc's Adventures

PlayStation

Having a tough guy on your side in an action game is always a plus, but in Herc's Adventures, you get the toughest guy on your side – Hercules. Battle gods and goddesses, creatures of ancient lore, and more in this arcade-style game.—*Scary Larry*

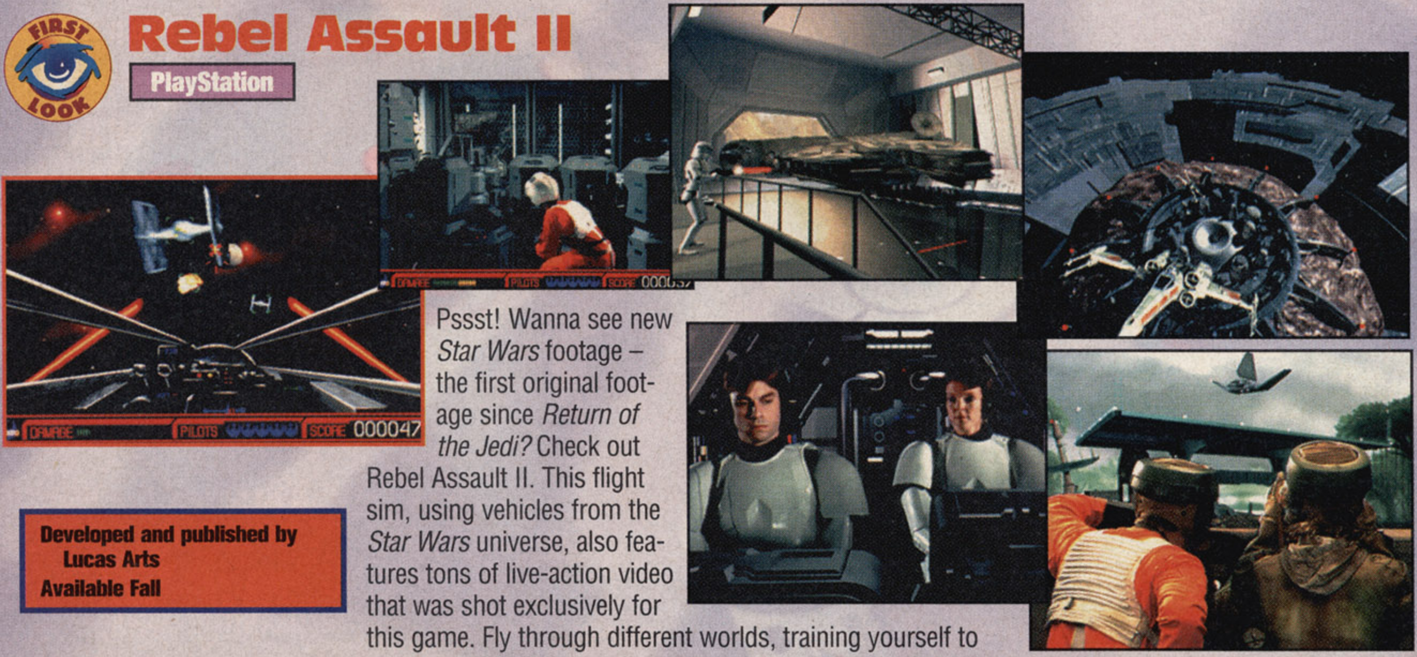




Developed and published by Lucas Arts
Available Fall

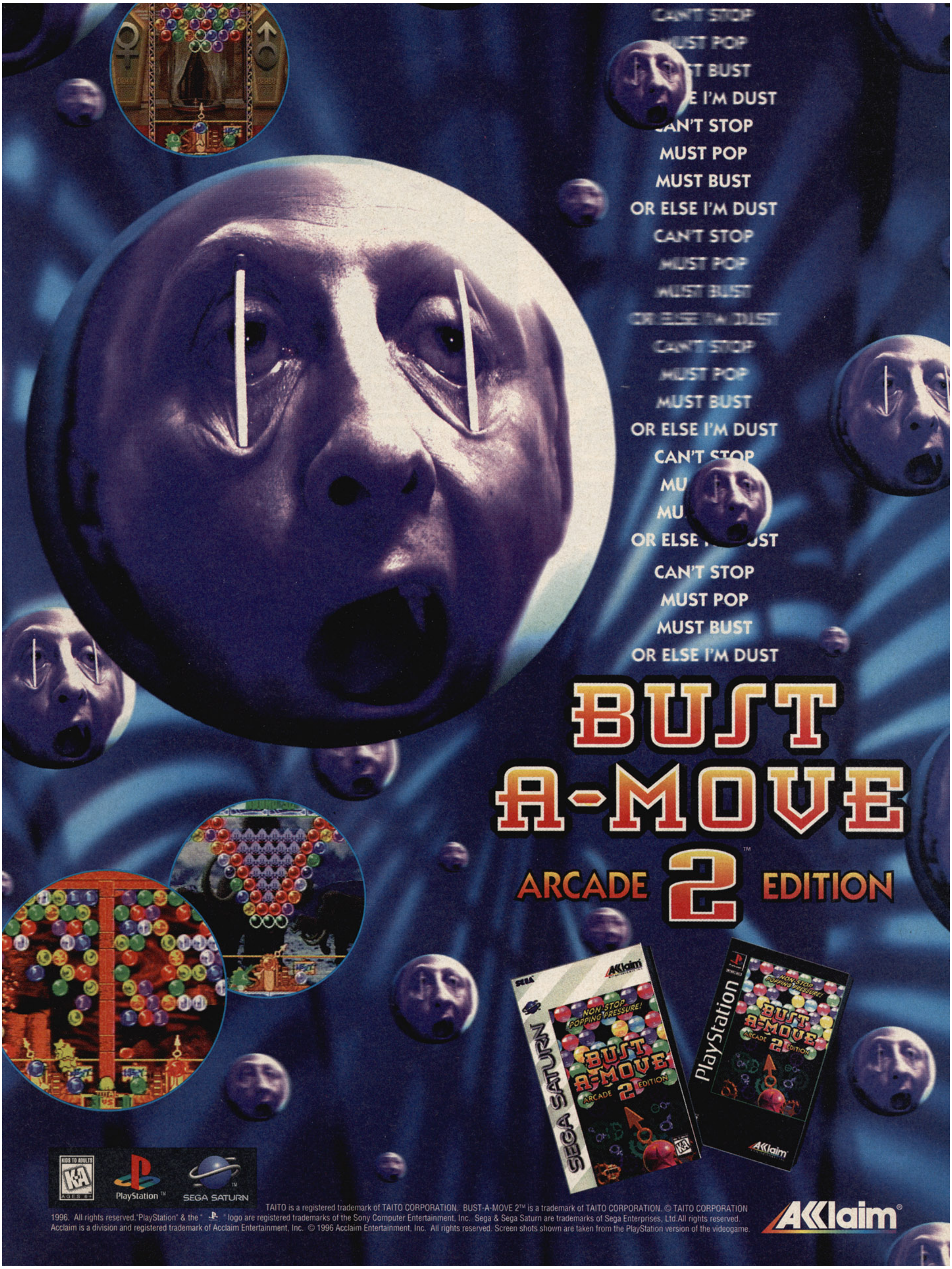
Rebel Assault II

PlayStation



Pssst! Wanna see new *Star Wars* footage – the first original footage since *Return of the Jedi?* Check out Rebel Assault II. This flight sim, using vehicles from the *Star Wars* universe, also features tons of live-action video that was shot exclusively for this game. Fly through different worlds, training yourself to take on the Empire. Ready are you not? Hmmm?—*Scary Larry*

Developed and published by Lucas Arts
Available Fall


CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
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MUST BUST
OR ELSE I'M DUST
CAN'T STOP
MU
MU
OR ELSE UST
CAN'T STOP
MUST POP
MUST BUST
OR ELSE I'M DUST
BUST A-MOVE 2™
ARCADE EDITION
NON-STOP POPPING PRESSURE!
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PlayStation
KIDS TO ADULTS
K-A
AGES 6+
PlayStation™
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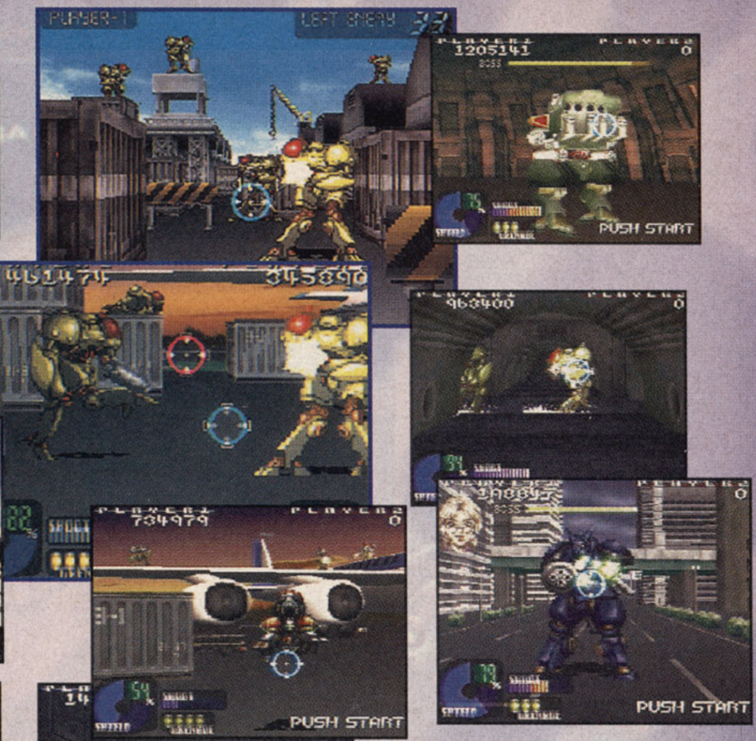
Project Horned Owl

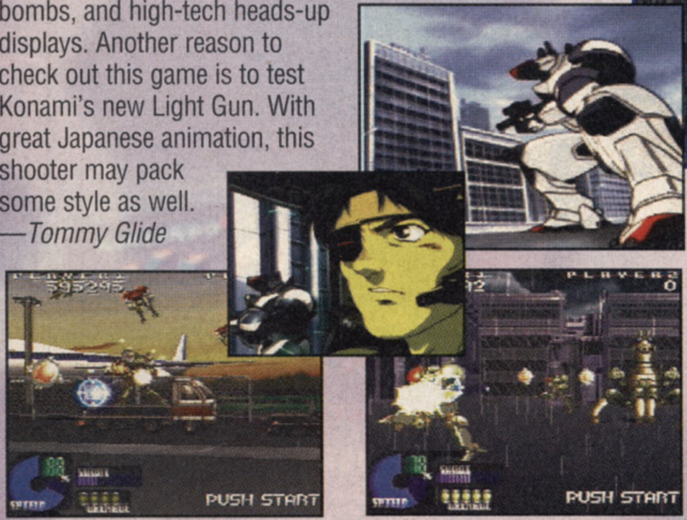
FIRST LOOK

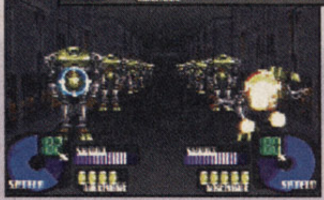
PlayStation

What do you get when you cross Virtua Cop, futuristic mechs, and anime cinematics? Sony's latest gallery-style shooter, Project Horned Owl.

From your first-person view, you're a futuristic cop armed in a mech-suit who must stop a terrorist invasion of Metro City. The lead and lasers fly in six levels, where two players can simultaneously shoot down legions of robotic enemies. Power-up with automatic weapons, missiles, bombs, and high-tech heads-up displays. Another reason to check out this game is to test Konami's new Light Gun. With great Japanese animation, this shooter may pack some style as well.
—Tommy Glide







Developed by Sony
Published by Sony
Available July

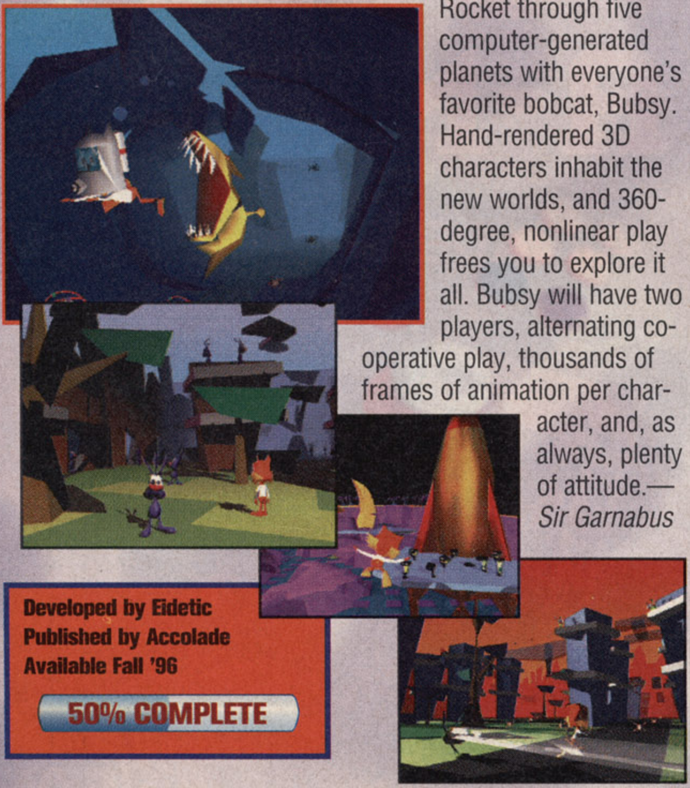
80% COMPLETE

Bubsy 3-D

FIRST LOOK

PlayStation **Saturn**

Rocket through five computer-generated planets with everyone's favorite bobcat, Bubsy. Hand-rendered 3D characters inhabit the new worlds, and 360-degree, nonlinear play frees you to explore it all. Bubsy will have two players, alternating co-operative play, thousands of frames of animation per character, and, as always, plenty of attitude.—
Sir Garnabus



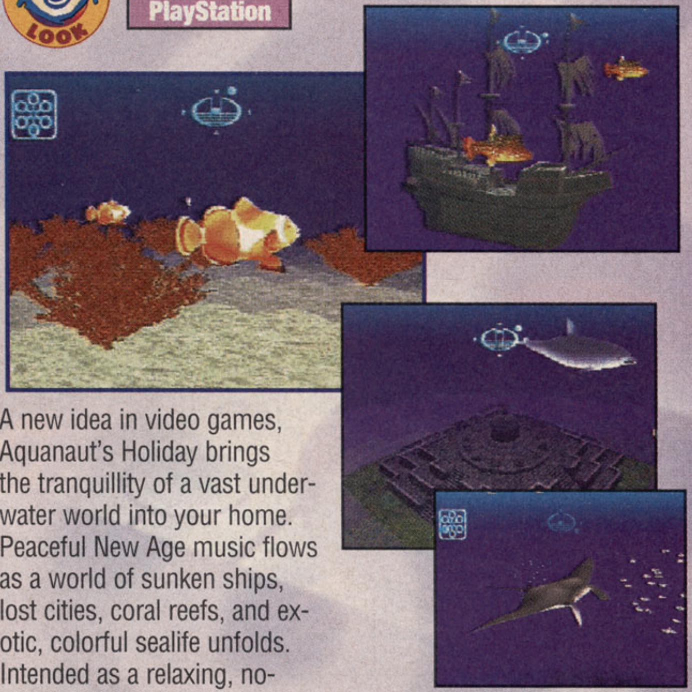
Developed by Eidetic
Published by Accolade
Available Fall '96

50% COMPLETE

Aquanaut's Holiday

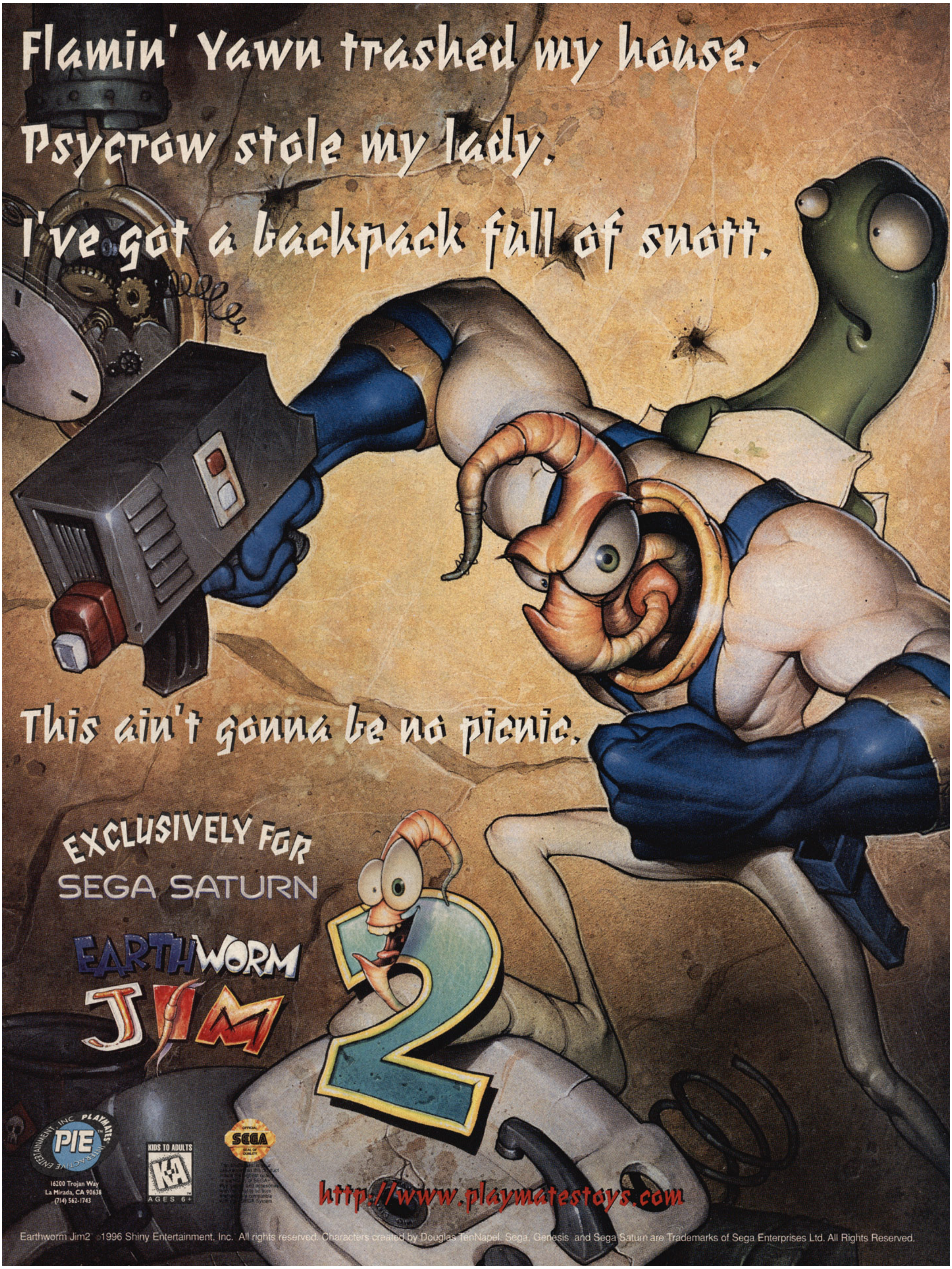
FIRST LOOK

PlayStation



A new idea in video games, Aquanaut's Holiday brings the tranquillity of a vast underwater world into your home. Peaceful New Age music flows as a world of sunken ships, lost cities, coral reefs, and exotic, colorful sealife unfolds. Intended as a relaxing, no-pressure experience, Aquanaut's Holiday could introduce a whole new genre of games.
—Sir Garnabus

Developed by ArtDink
Published by Sony
Available July


Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snott.
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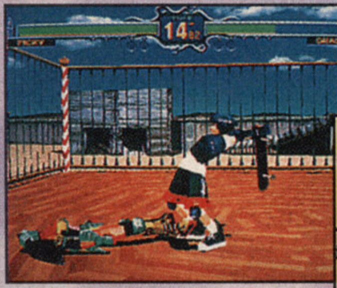
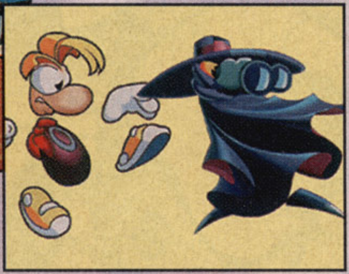
Saturn Showcase

The past year has seen the Saturn slip behind the PlayStation in terms of sales and popularity, but Sega's coming on strong with its age-old forte: arcade conversions. Virtua Fighter 3 and a Saturn version of Fighting Vipers should command a great deal of attention at the show, but third-party support is surging as well. Psygnosis is unveiling its Saturn ports of Wipeout and Destruction Derby, and even Interplay is bringing its Loaded sequel, Re-Loaded, to the Saturn. As the Nintendo 64 enters the fray, the fall buying season will deliver the final verdict on where this system's headed.—*Air Hendrix*



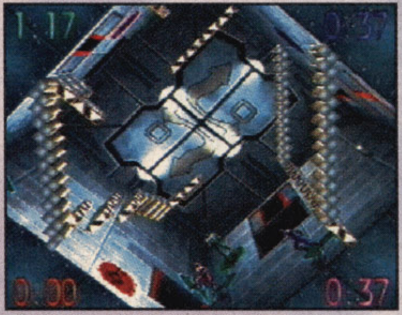
Fighting Vipers (Sega)



Rayman 2 (Ubi Soft)

Other Hot Saturn Games at E3

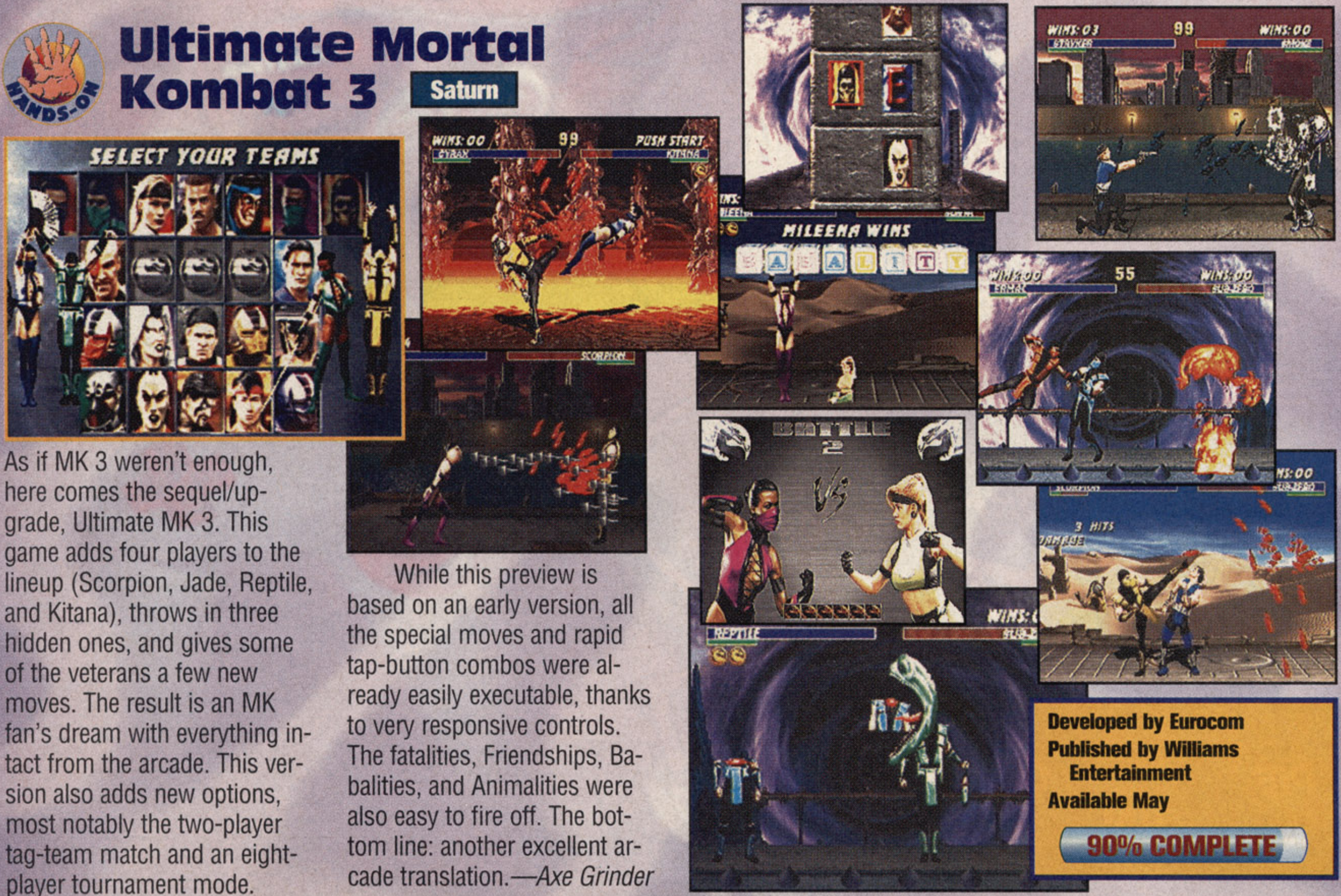
Abuse (Vic Tokai)
Alien Trilogy (Acclaim)
Amok (Scavenger)
Area 51 (Time Warner Interactive)
Assassin 2015 (Data East)
Blam! Machinehead (U.S. Gold)
Blast Chamber (Activision)
Crime Wave (Domark)
Criticom (Vic Tokai)
Criticom 2 (Vic Tokai)
Dead or Alive (Tecmo)
Descent (Interplay)
Descent II (Interplay)
Destruction Derby (Psygnosis)
Destruction Derby 2 (Psygnosis)
Escape from L.A. (Virgin Interactive Entertainment)
Fighting Vipers (Sega)
G Police (Psygnosis)
Grand Theft Auto (BMG Interactive)
Into the Shadows (Scavenger)
KGB Files (Data East)
Monster Trucks (Psygnosis)
Mud Kicker (Scavenger)
Nights (Sega)
Pitfall (Activision)
Propaganda (Virgin Interactive Entertainment)
Rayman 2 (Ubi Soft)
Re-Loaded (Interplay)
Return Fire (Time Warner Interactive)
Return to Zork (Activision)
Road Rash (Electronic Arts)
Scorcher (Scavenger)
Shockwave Assault (Electronic Arts)
Speed Freak (U.S. Gold)
Swagman (U.S. Gold)
Tempest 2000 (Interplay)
Tenka (Psygnosis)
Terminus (Scavenger)
Three Dirty Dwarves (Sega)
Virtua Fighter 3 (Sega)
W.E.T. Corpse (Vic Tokai)
Wipeout (Psygnosis)
Wipeout 2 (Psygnosis)



Blast Chamber (Activision)

Ultimate Mortal Kombat 3

Saturn



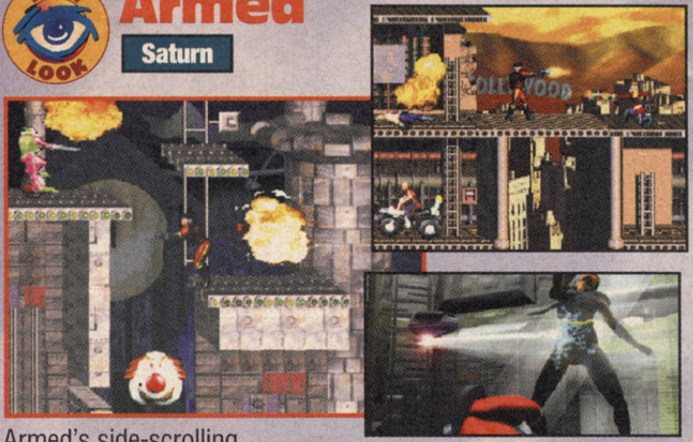
As if MK 3 weren't enough, here comes the sequel/upgrade, Ultimate MK 3. This game adds four players to the lineup (Scorpion, Jade, Reptile, and Kitana), throws in three hidden ones, and gives some of the veterans a few new moves. The result is an MK fan's dream with everything intact from the arcade. This version also adds new options, most notably the two-player tag-team match and an eight-player tournament mode.

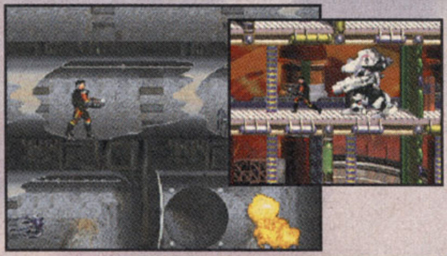
While this preview is based on an early version, all the special moves and rapid tap-button combos were already easily executable, thanks to very responsive controls. The fatalities, Friendships, Babalities, and Animalities were also easy to fire off. The bottom line: another excellent arcade translation.—*Axe Grinder*

Developed by Eurocom
Published by Williams Entertainment
Available May
90% COMPLETE

Armed

Saturn



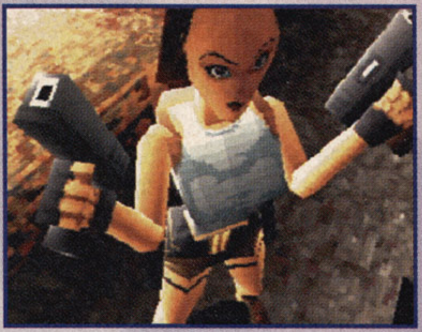


Armed's side-scrolling take-no-prisoners action plays like an urban Blackthorne. As Vic, your task is to venture into Omega Central to destroy the city's doomsday machine. Rendered characters and backgrounds, many of them fully texture-mapped, should make this game a looker, and the gameplay is interlaced with riveting cinematics.—*Black Widow*

Developed by Point of View (Saturn version)
Published by Interplay
Available Third Quarter '96
70% COMPLETE

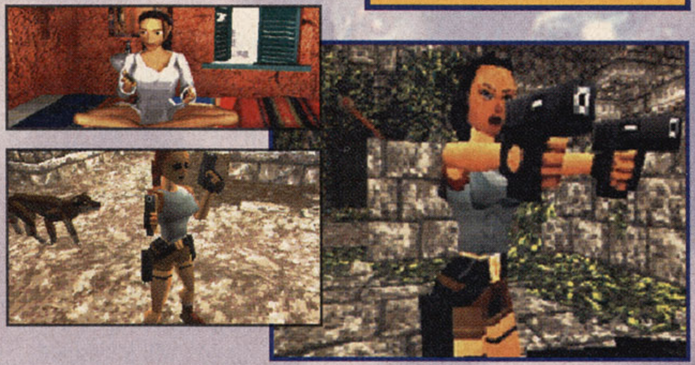
Tomb Raider

Saturn



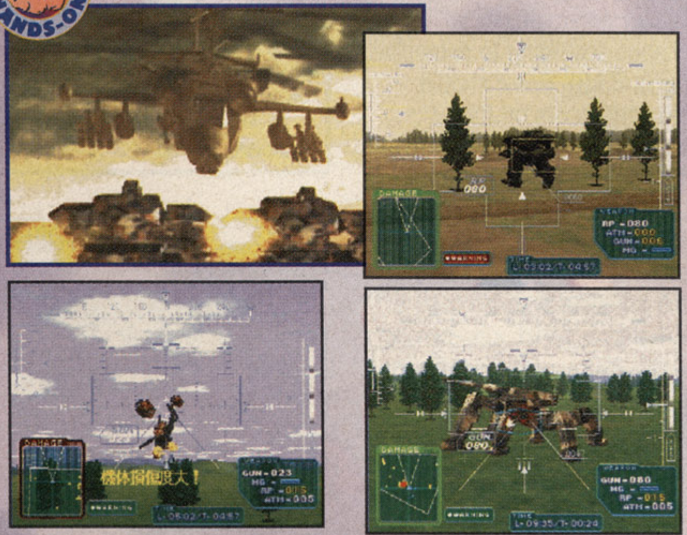
From a third-person over-the-shoulder viewpoint, you enter the 3D world of Lara Croft, a tomb raider with more guns than Indiana Jones. As Lara, you explore everything from Incan ruins to Egyptian pyramids, and you'll discover that more than a quick trigger finger is needed to solve the puzzles of the ancients. —*Tommy Glide*

Developed by Core Design
Published by U.S. Gold
Available November
30% COMPLETE



Gun Griffon

Saturn

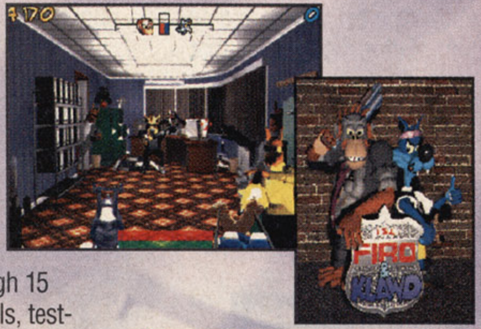


Fire rains down on the battlefield in this first-person mechwarrior battle sim. Solid control, rockin' sound, and stunning graphics send you out to target enemy tanks and mechs through four arenas. Gun Griffon's weapons, which range from laser cannons to cluster bombs and rockets, give you the destructive edge to come out on top.—*Sir Garnabus*

Developed and published By Sega
Available June
50% COMPLETE

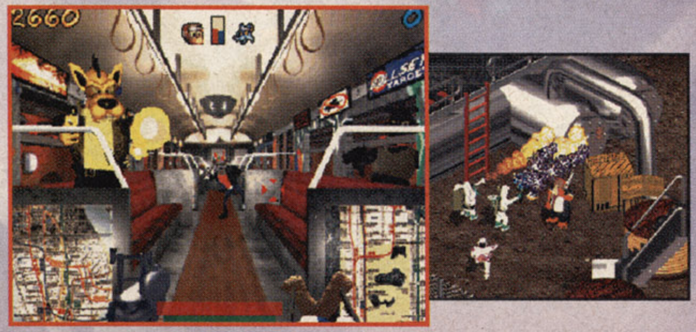
Firo and Klawd

Saturn



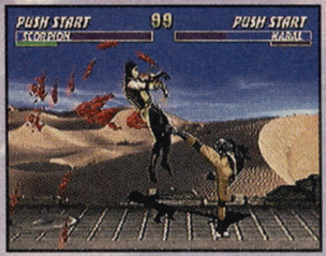
Join the newest – and possibly oddest – duo yet in an original, fully animated adventure. Firo, an orangutan cop, and Klawd, an alley cat, blast their way through 15 action/adventure levels, testing their reflexes in shooting-gallery-style sublevels. Full-motion video, highly detailed graphics, and rendered characters make this game a promising prospect.—*Sir Garnabus*

Developed by Interactive Studios
Published by BMG Interactive
Available October
60% COMPLETE

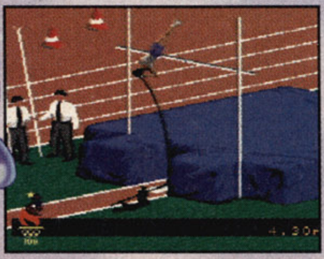


16-Bit Superstars

So far, 1996 has been the year when companies truly are beginning to abandon 16-bit systems, so unearthing 16-bit titles at E3 will be a real chore. There's some hope for all you hordes of SNES and Genesis gamers, though. Sega's working on a Vectorman sequel, EA Sports is still churning out Genesis versions of its highly acclaimed sports games, and Williams is supporting the 16-bitters with versions of Ultimate MK 3 and its other arcade titles. Little news from Nintendo on the SNES front, though. Turn to the "16-Bit Gamer's Survival Guide" for more info on upcoming SNES and Genesis games.— *Air Hendrix*



Ultimate Mortal Kombat 3 (Williams)



Olympic Summer Games (T•HQ)

For E3 sports games, turn to Sports Pages.

Other Hot 16-Bit Games at E3

- Arcade's Greatest Hits (Williams): Genesis, SNES
- Comanche Overkill (Nintendo): SNES
- Kirby 2 (Nintendo): SNES
- Marvel Super Heroes: War of the Gems (Capcom): SNES
- NBA Hang Time (Williams): Genesis, SNES
- Olympic Summer Games (T•HQ): Genesis, SNES
- Time Killers (T•HQ): Genesis
- Ultimate Mortal Kombat 3 (Williams): Genesis, SNES

An Untitled Sonic the Hedgehog Game

Genesis **Saturn** **Game Gear** **Pico** **PC CD**

Sonic the Hedgehog will be celebrating his fifth birthday by trying to save the day for Sega. Sonic will rush onto five game platforms this fall: Saturn, Genesis, Game Gear, Pico, and PC. Each version will be a different game, but naturally they will all showcase the rip-roaring action-platform gameplay that made Sonic famous.

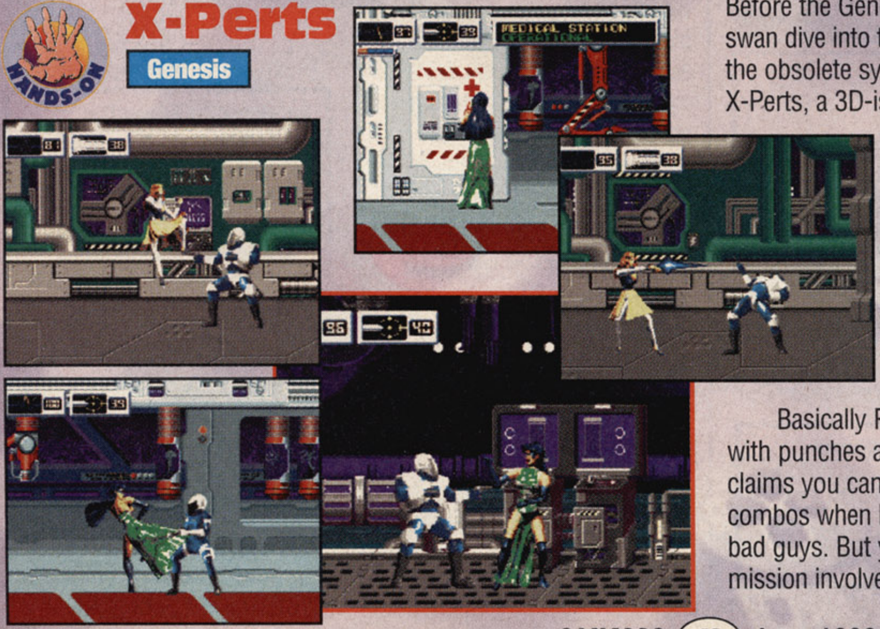
At press time, details about the story lines were skimpy at best because Sega was keeping a tight lid on them. One thing is certain – Dr. Robotnik will return as leader of the dark forces. The Saturn version will introduce a new female friend for Sonic, Tiara; however, all the games will feature only single-player gameplay.

In the Saturn and Genesis versions, Sega is hoping to push the envelope on graphics and speed. The Genesis version will sport a 3D look á la Vectorman. According to Sega, the Saturn version currently poses a special challenge in translating Sonic's essentially two-dimensional gameplay into a rendered 3D world. However, Sega wants Saturn-savvy gamers to know that Sonic will not resemble Bug!, even though the hedgehog hero made a cameo in that insectoid game. While camera angles will change according to gameplay (as in Bug!), Sonic should blow the doors off the pokey bug cart.—*Bro' Buzz*

Developed and published by Sega
Available Fall '96

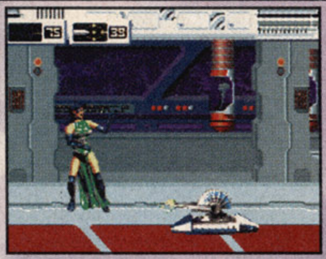
X-Perts

Genesis



Before the Genesis takes a swan dive into the graveyard of the obsolete systems, it'll get X-Perts, a 3D-ish side-scrolling action/strategy game. It looks great, plays poorly, but gives Genesis gamers hope, much like Vectorman did last year.

Basically Rolling Thunder with punches and kicks, Sega claims you can do MK-style combos when battling X-perts' bad guys. But your primary mission involves disconnecting various terminals in a large techno-military installation. Let's hope Sega cleans up the sluggish action before the release date.—*Scary Larry*

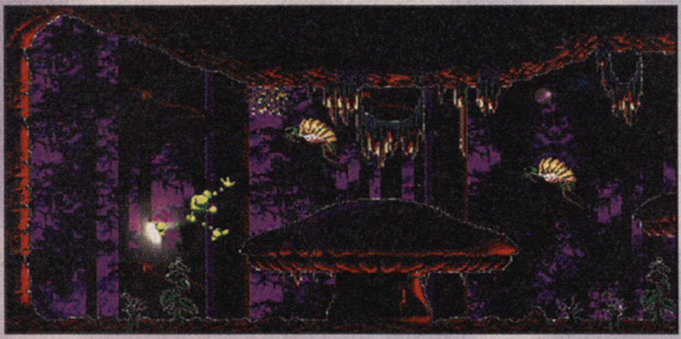


Developed and published by Sega
Available September
70% COMPLETE

Vectorman 2: Insect Invasion

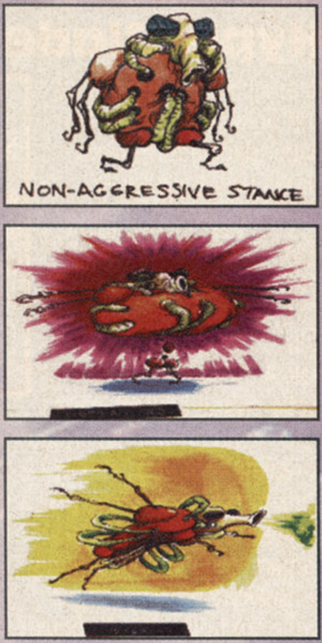
Genesis

By Air Hendrix



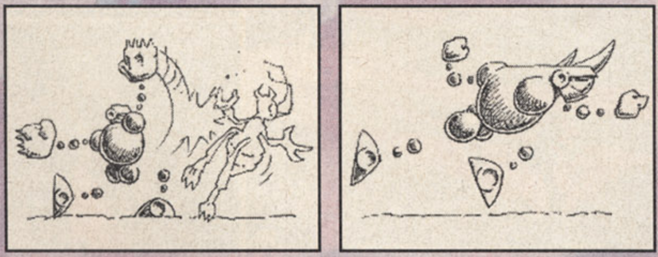
Even at this extremely early stage, Vectorman 2's off to a fine start, and that's good news for Genesis gamers faced with a sparse lineup of fresh titles.

Gas Bags



These sketches show an artist's conception of how gas bag enemies will take on Vectorman. They begin at rest, then inflate and spew out an attack.

Assimilation Power-Ups

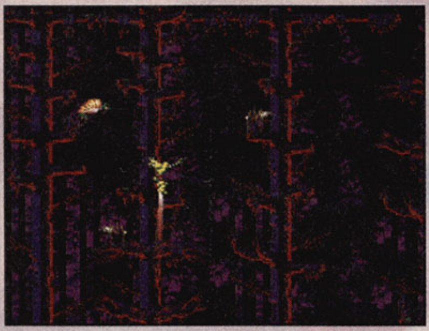


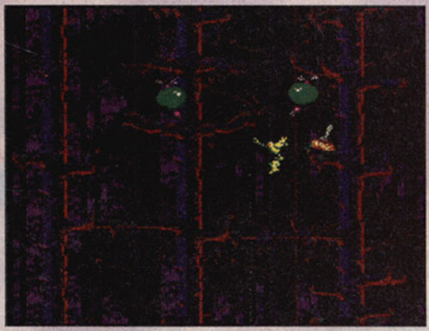
Vectorman barrels into his sequel with a new assimilation attack. Certain power-ups will transform the big V into other forms, such as a tick or a rhino, and endow him with new weapons and forms of attack to take on the insectoid hordes.

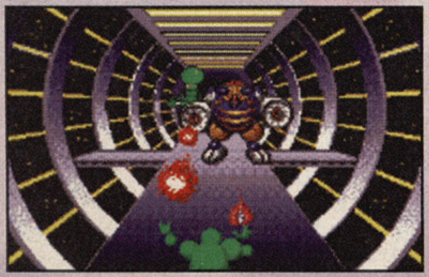
GamePro Exclusive

Developed by BlueSky Software
Published by Sega
Available November
20% COMPLETE

The Lowdown

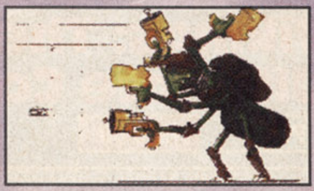




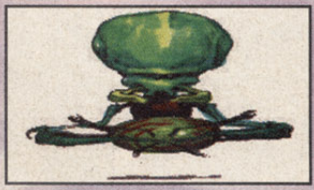


After defeating the vile Warhead in his first game, Vectorman undergoes repairs and returns to his duty…only to discover that Earth has been overrun by mutant insects. Our hero heads out to save the day through a variety of new landscapes, bosses, and bonus levels. Judging from this early artwork, Vectorman's designers are striving for a more humorous, Earthworm Jim–style tone to the graphics, but plans call for the same impressive graphical techniques that garnered so much attention for the first game.

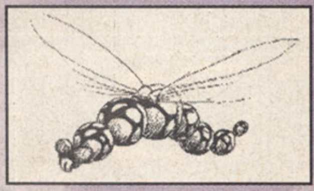
Fearsome Foes



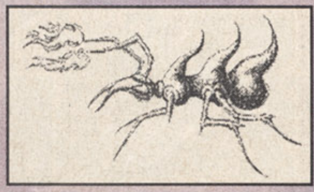
Army ant



Boss



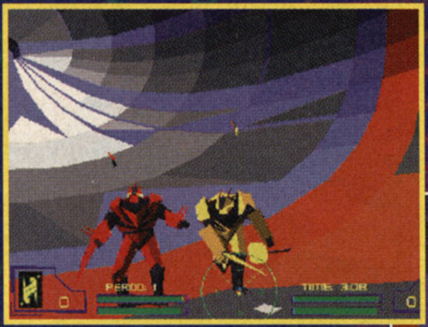
Dragonfly



Fire ant

HyperBlade

PlayStation | Saturn | PC CD



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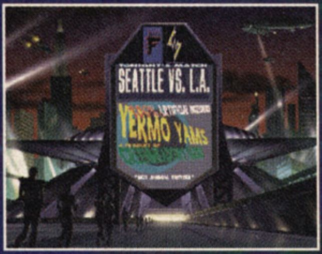
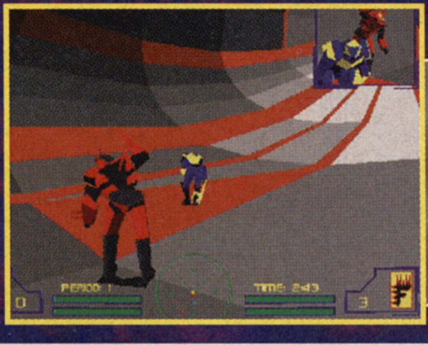




Resembling a game you'd find on a next-gen system, HyperBlade aggressively blazes new trails for PC players in search of innovative action/adventure gameplay.

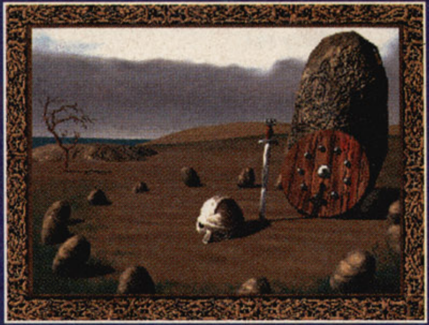
HyperBlade plays like roller hockey meets *Rollerball.* A no-holds-barred battle-sports contest set in a 3D hippodrome, HyperBlade is replete with stats and options for sports gamers and a scorching pace for action gamers. Play modes include full season, tourney, single game, and playoffs. A choice of 12 teams, customizable players, and 12 arenas with ramps, trenches, and traps round out the options. Power-ups, enhanced attributes based on increasing skill levels, custom armor, and projectiles tame the action gamer's bloodlust.

The game sacrifices smooth textured polygonal looks in favor of fast, enhanced play. The motion-captured moves of inline skating's top talent are evident in the variety and verve of the bladers' 200 moves, which include 360s, flips, rail-slides, and dives. Up to four players can battle over a network.—*Cover Girl*

By Activision
Available June

Vikings: The Strategy of Ultimate Conquest

PC CD | Mac CD

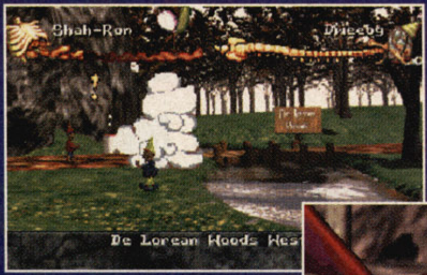


Role-players seeking to pillage and plunder can don the Vikings' spiked mantel in this strategy adventure game. In Vikings, you play as a male or female ninth-century Scandinavian warrior. The game combines strategy, land and sea battles, and RPG standards like accumulating experience points, hit points, and inventory; gathering info; and undertaking quests.—*Black Widow*

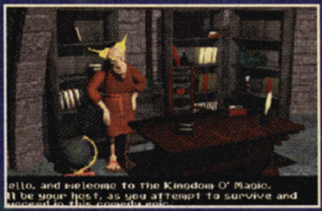
By GT Interactive Software
Available Now

Kingdom O' Magic

PC CD



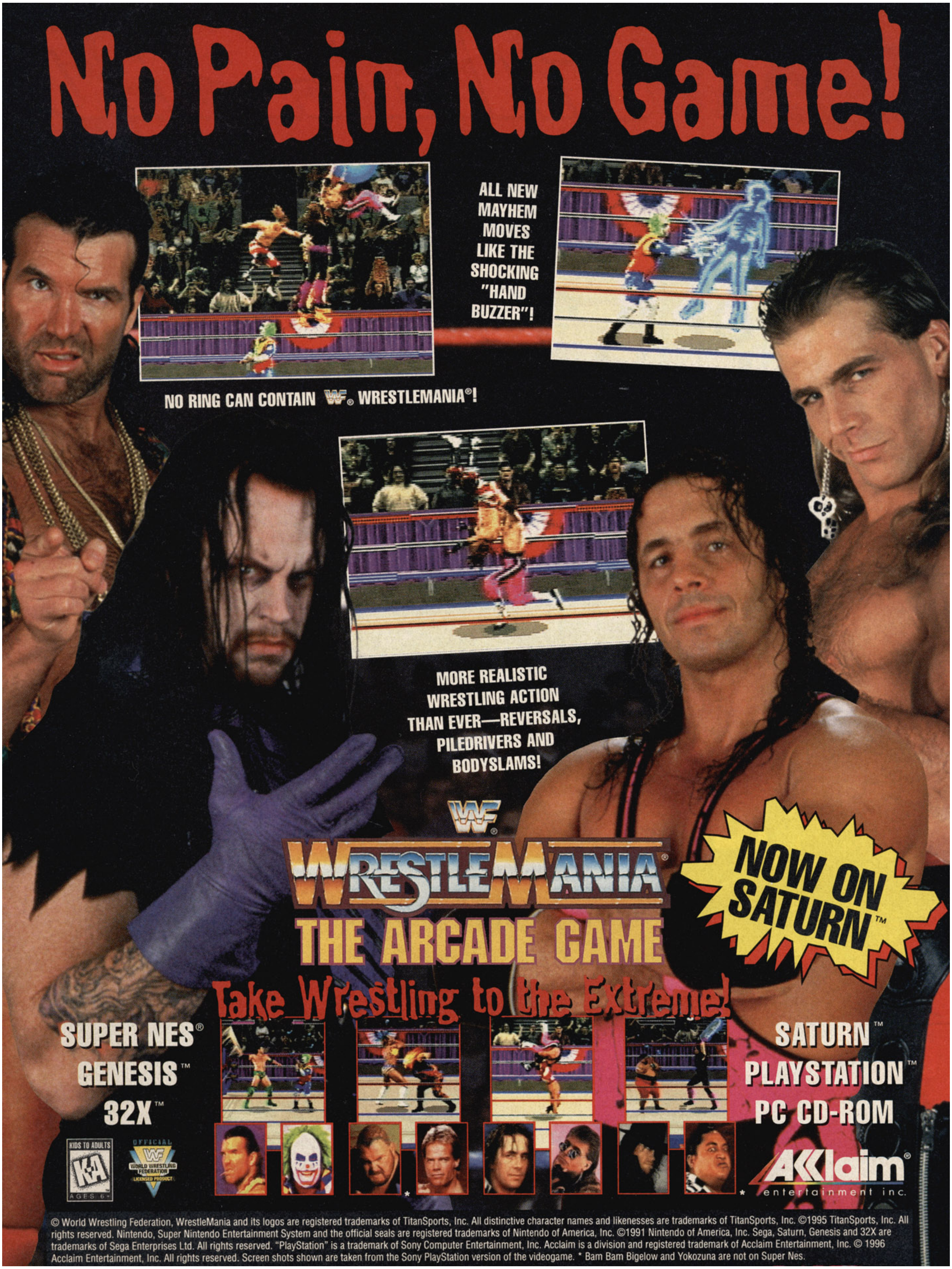
Upon my wings, who art thou? for truly.

Valley O' Gorgon
The Dirty Great Axe


ello, and welcome to the Kingdom O' Magic.
ll be your host, as you attempt to survive and

Kingdom O' Magic is a point-and-click graphic adventure for the humorous at heart. Playing as Sidney the Snakeman or Shah-Ron, you journey to more than 100 locations in this RPG-style game, tickling your funny bone as you converse with more than 90 characters. The gameplay and quests vary depending on the character you play.—*Black Widow*

By Sales Curve Interactive
Available Now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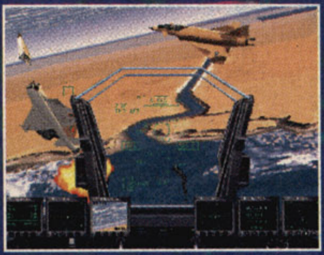
—Air Hendrix



By Electronic Arts
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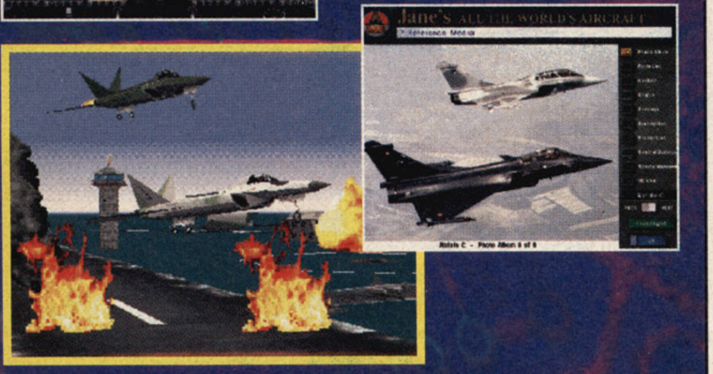
Jane's ALL THE WORLD'S AIRCRAFT
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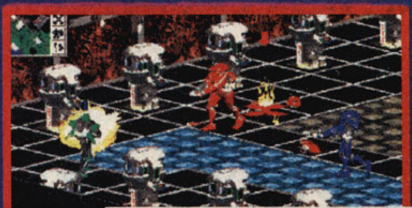
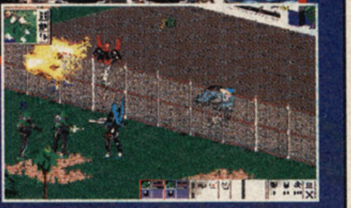
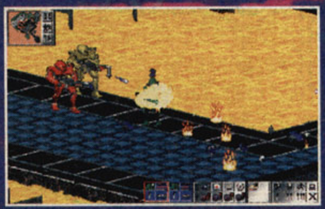
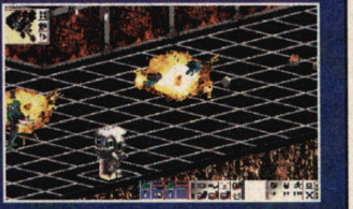
Total Mayhem

PC CD









Rage against the machine takes on a deeper meaning in Total Mayhem, a side-scrolling action/adventure game. In a future where machines have enslaved mankind, you control a six-cyborg contingent in an insurrection. You're well-armed for the 20 missions with plastic explosives, grenade launchers, and laser rifles. The war rages on across volcanic and jungle backgrounds, among others; SVGA graphics ensure crisp, bright environments.

—Black Widow

By Domark
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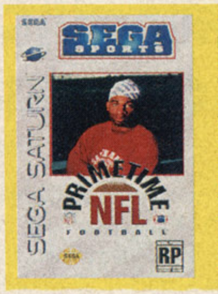

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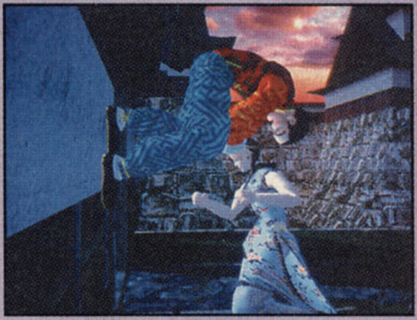
Hot at the Arcades and

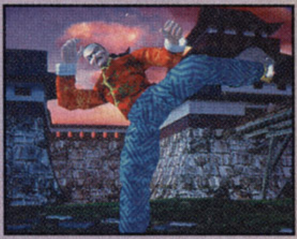
Arcade

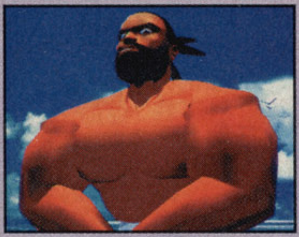
Arcade action is heating up on an international
in Japan reveal what's coming

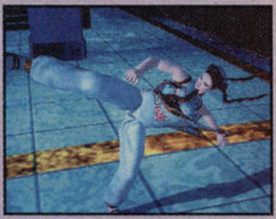
Virtua Fighter 3 Lands the Knockout Blow at ACME

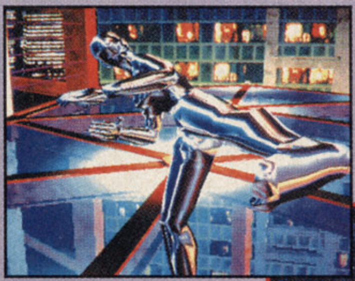
By Bruised Lee

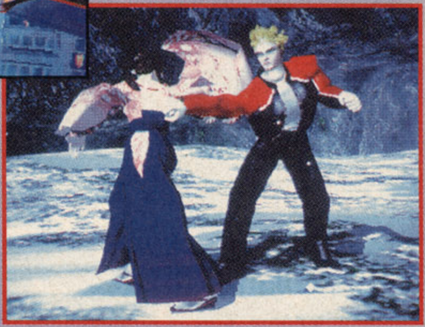


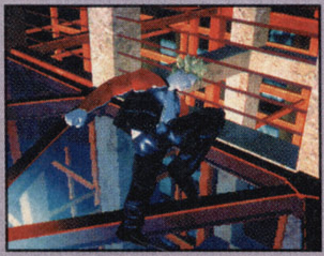


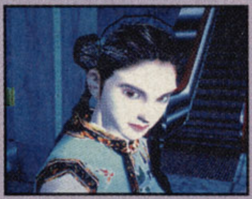


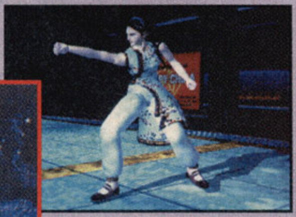


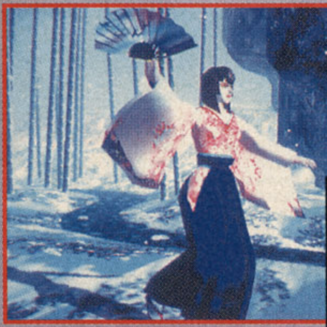


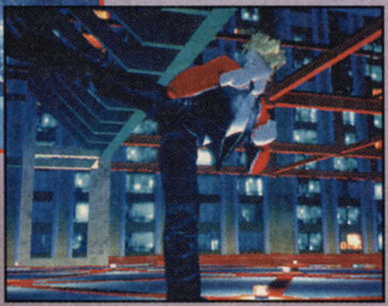


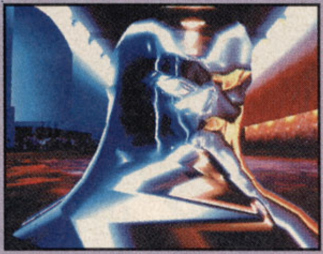


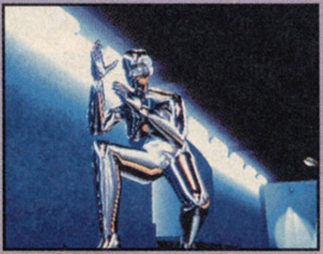












From the moment you walked onto the ACME show floor, the buzz was about Virtua Fighter 3. And it was warranted: VF 3 is the most amazing-looking arcade game you've ever seen!

From the brief but impressive demo of VF 3 that was running on Sega's new Model 3 arcade hardware, it was clear that Sega's AM2 team has outdone itself. Whereas VF 2 had some rough edges, VF 3 takes polygonal fighting games one step further with truly lifelike graphics. All the fighters and backgrounds are rendered completely in 3D, and the fighters move with incredible speed. There isn't a pixel or jagged edge to be seen, even when the camera zooms in. The new rendered look makes the original cast appear more human. For example, the reflected light pouring off Dural's liquid-metal body makes her look like the evil T1000 from *Terminator 2*.

VF 3 is still in development so info from Sega was scarce. Little is known about the two new characters added to the lineup, though one is a female fan dancer who pairs lightning speed with aggressive moves.

Since the game wasn't playable, ACME attendees were left to wonder whether VF 3 will play as good as it looks. Banking on AM2's demonstrated prowess with the Virtua Fighter series, they're sure to once again ring out the competition.

Available September

Overseas ProSpects Present World '96

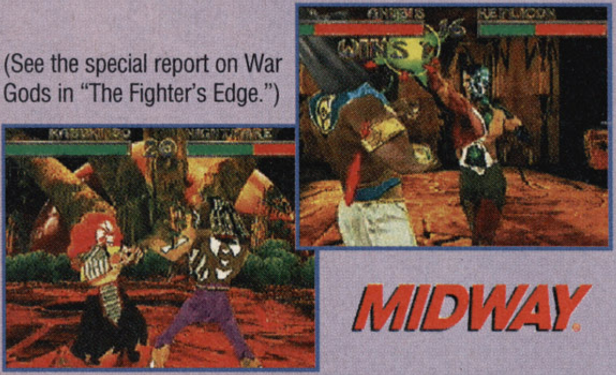
scale. The ACME show in the U.S. and the AOU Expo to the world of coin-ops in '96.

War Gods

War Gods features 3D gameplay with fluid real-time movements that enables players to launch deadly projectiles from any direction while circling the entire arena. Special 3D effects also encompass fatalities, multilevel combos, grappling throws, and secret moves. Even the Gods themselves are excited about this one.

Available Now

(See the special report on War Gods in "The Fighter's Edge.")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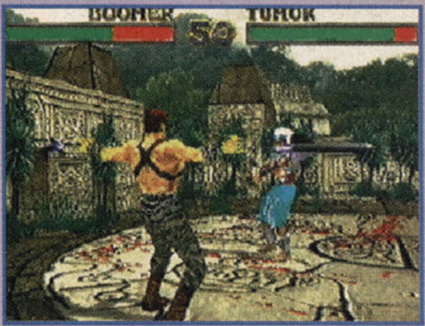
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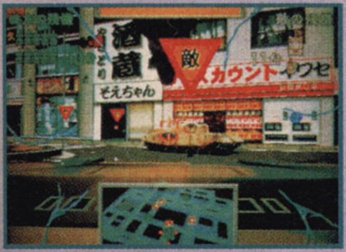
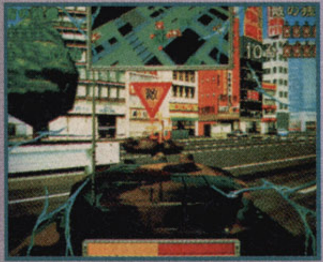
MIDWAY

Tokyo Wars

War is about to break out! Up to four players can simultaneously go head-to-head or play cooperatively in this fast-paced tank simulation. Cruise through narrow streets and elevated railways, blowing away anything that moves.

Available August

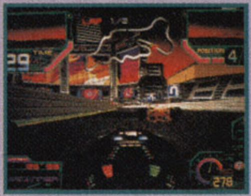




Ace Driver Victory Lap

Victory Lap is an upgrade to the Ace Driver Deluxe games. In addition to the standard Ace Driver features, VL offers two new courses. The new Serow Valley and Capital City circuits offer wild, high-speed racing action.

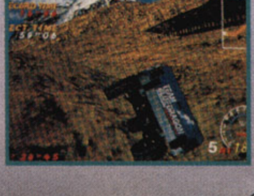
Available Now



Dirt Dash

The wildly diverse obstacles within each treacherous course will make this on- and off-road dune-buggy racer a coin-crunching challenge. Players select from one of five starting points, ranging from the depths of a dark, dense jungle to icy mountain slopes.

Available August

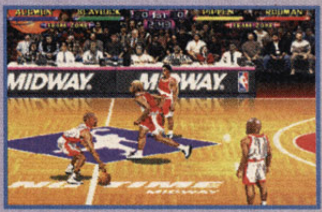


namco

NBA Hang Time

The NBA Jam design team hopes to dominate the floor again with Hang Time. Smoother graphics with more colors and frames of animation provide a cleaner-looking court. New player moves include double dunks, alley-oops, and fade-aways. Also, create-a-player mode enables arcade gamers to create and save their own personalized superstar.

Available Now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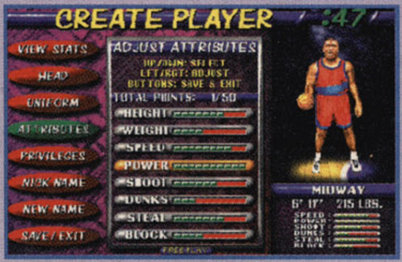
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BUTTONS: SAVE & EXIT
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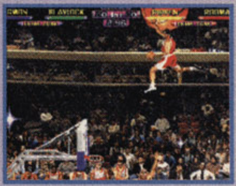
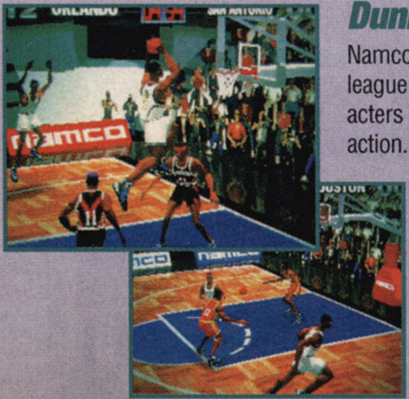


Dunk Mania

Namco takes basketball to another league with vivid, flat-shaded characters and highly detailed game action. Real-time views from multiple camera angles show off the depth of the field as players run, jump, block, sidestep, fake, shoot, and dunk on a 3D court.

Available August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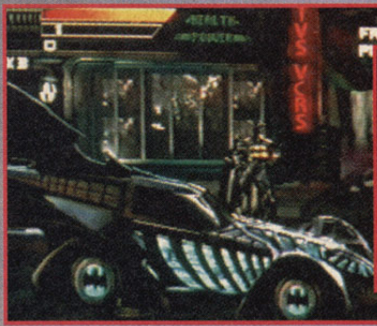
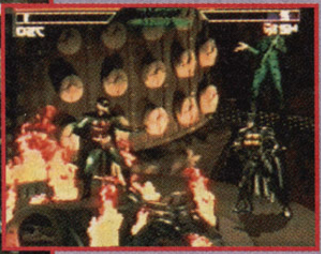
Hot at the Arcades and Overseas ProSpects Present

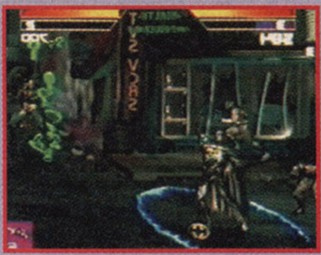
Arcade World '96

Batman Forever

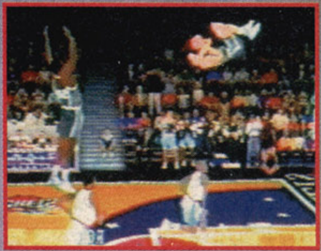



Based on the hit movie, Batman Forever leads you through six crime-busting levels in Gotham City. High-resolution digitized characters subtly rescale in size as they move throughout the game. You can even combo an enemy when in close.

Available Now

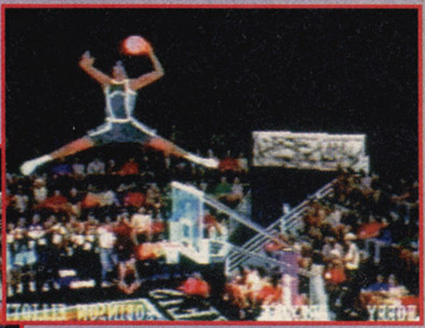
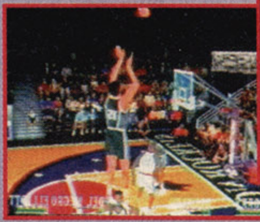


NBA Jam Extreme



Acclaim's motion-capture technology works hard with a 3D polygon-based engine to bring Jam Extreme's two-on-two basketball to life. Gameplay features include more than 30 new dunks, new secret players, and full-season play. An Extreme button has been added to give players an extra kick when turbo just isn't enough.

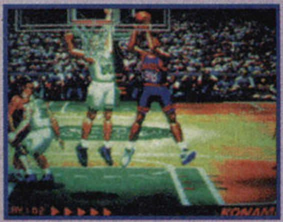
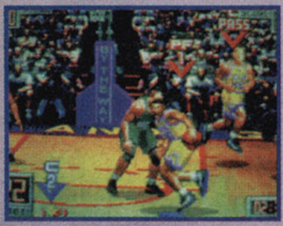
Available Now

Run and Gun 2

Konami drives down the fast lane once again with five-on-five b-ball. This overdue sequel features improved graphics, monster dunks, and realistic hand-drawn animation for smooth gameplay.

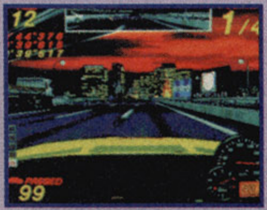
Available Now

Midnight Run

Jump into the driver's seat and peel into action on three exciting courses with this four-player link-up racing game. Other options include multiple views, standard transmission, and souped-up cars.

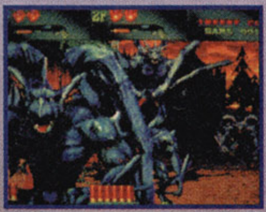
Available Now



Crypt Killer

Three players can simultaneously blast their way through six grueling levels filled with zombies and skeletons in this explosive pump-action gun game. Smooth scaling effects create the game's dark and evil feeling.

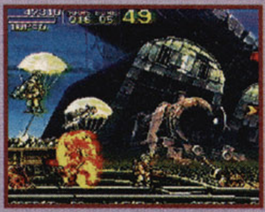
Available Now



Metal Slug

This full-metal-jacketed side-scroller puts you in a World War II battleground. Two players in simultaneous gameplay find weapons and military vehicles to help them destroy everything in sight.

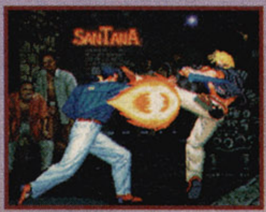
Available Now



Art of Fighting 3

Robert and the gang are back in SNK's first motion-captured game. Each fighter's appearance has been overhauled, their movements improved, and their combos enhanced.

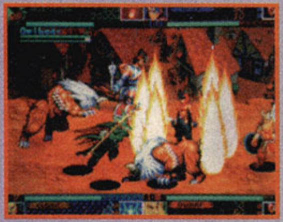
Available Now



Dungeons & Dragons

D&D is a four-player fantasy role-playing game featuring 12 selectable characters. Multiple paths make hundreds of gameplay variations possible.

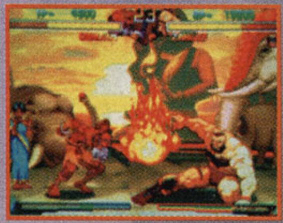
Available Now

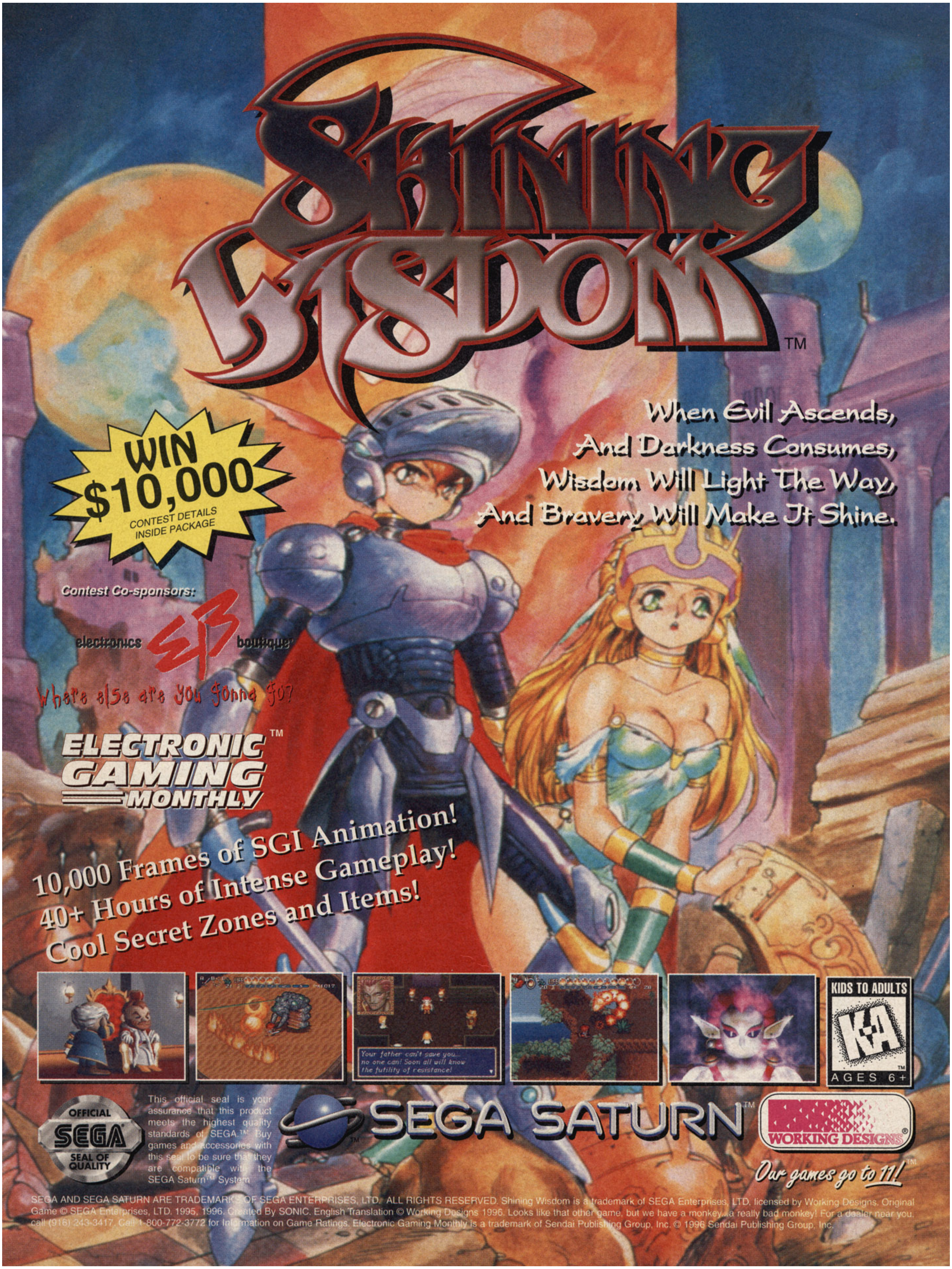


Street Fighter Alpha 2

Alpha 2 is Capcom's latest and possibly greatest entry in the long-running Street Fighter series. New backgrounds, a new combo system, and five new characters all add up to the best SF yet.

Available Now

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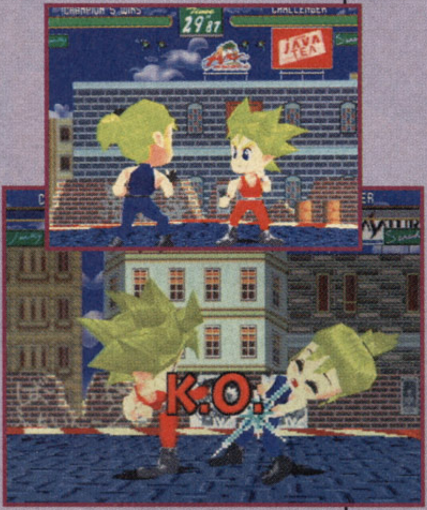
Hot at the Arcades and Overseas ProSpects Present

Arcade World '96

JAPAN'S AOU EXPO!

By Nob Ogasawara and Major Mike

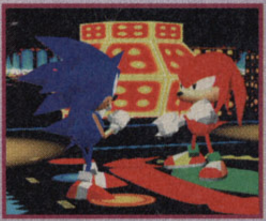
Virtua Fighter Kids

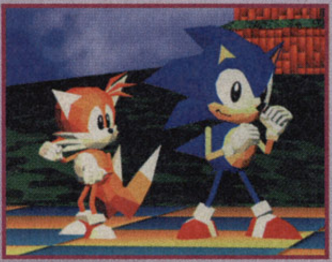


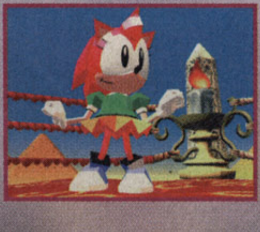
Sega's world-stomping polygon fighting game just underwent the famous Japanese super deformer treatment. In VF Kids all the characters of VF 2, from Akira to Shun Di, are represented with enormous cartoony heads on stumpy bodies. The looks may be hilarious and cute, but the gameplay retains the same crisp control and numerous moves that made the series a breakaway winner. Together with the lavishly rendered VF 3 (soon to be available on the sophisticated Model 3 board), VF Kids keeps Sega's AM2 game development juggernaut rolling.

Developed by Sega AM2
Published by Sega of Japan
2 players Fighting
80% COMPLETE

Sonic the Fighter

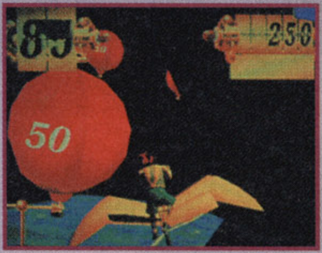






Sega's marque star struts his stuff in this Warner Brothers Looney Toon-ey fighting game that's as riotously fun to watch as it is to play. Sonic and his opponents, including Tails and Rosie (from the CD), are composed of texture-mapped polygons. Characters can be squashed flat, smacked by fists that enlarge on impact, truncated, and so on in cartoony ways. The FunFactor looks high even for serious arcade aces.

Developed by Sega AM2
Published by Sega of Japan
2 players Fighting
80% COMPLETE



Prop Cycle

Namco comes through with a perfect workout for out-of-shape arcade gamers. In Prop Cycle, you sit astride an exercycle and pedal your way into flight in order to pop balloons in a race against time. The flight controls are easy: Pedal fast to gain altitude, stop pedaling to descend. You steer the exercycle as you would a bicycle, which explains the game's name. Your flight space is a fully texture-mapped 3D environment in which you fly through such land forms as canyons, caverns, and even a waterfall. This is a real change of pace from the standard arcade fare.

Developed by Capcom
Published by Capcom of Japan
2 players Fighting
60% COMPLETE

Star Gladiators

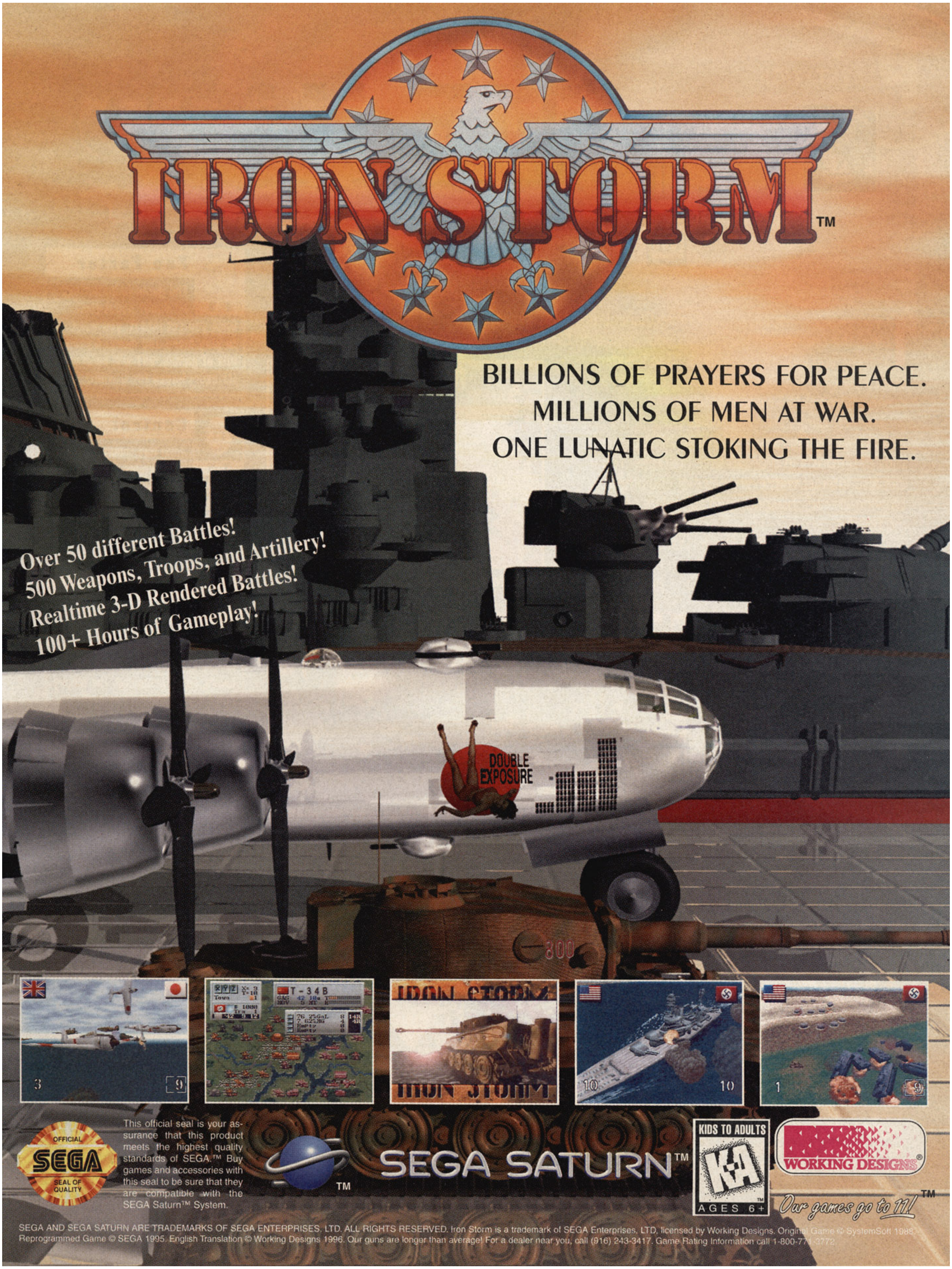
Capcom has finally joined the 3D polygon fighting game battle after getting its feet wet with Takara's Toshinden 2 for the arcades. Star Gladiators appears to use a PlayStation-compatible arcade system similar (if not identical) to Namco's Tekken (System 11) and TSD2. The graphics, however, at this point look somewhat weak compared to Namco's Soul Edge or Tekken 2. Gladiators, however, appears fun to play with strange moves and odd pain reactions. G

Developed by Namco
Published by Namco of Japan
1 player Flight sim
60% COMPLETE

Sega Licenses Model 2 Arcade System

Sega's Model 2 arcade hardware is best known for major 3D polygonal hits such as Virtua Fighter 2, Daytona USA, Sega Rally Championship, Manx TT, Virtua Cop 2, and Virtual On, among others. Sega Enterprises has begun licensing this sophisticated arcade system to companies including Jaleco and Tecmo – who both had Model 2 games on display at AOU.

Jaleco's Super GT 24H is a gripping racing game that bears close resemblance to Ridge Racer. Tecmo had a 3D fighting game called Dead or Alive that compares favorably to topnotch 3D fighters like VF 2 and Namco's Soul Edge. More licensees should follow to take advantage of Sega's advanced 3D arcade system.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DIE HARD TRILOGY

Die Hard Trilogy
(By Fox Interactive)

By Scary Larry

$59.98
Available May
Action/adventure
1 player
Multiple views
Challenge: adj Level
Replay: HI
MATURE M AGES 17+

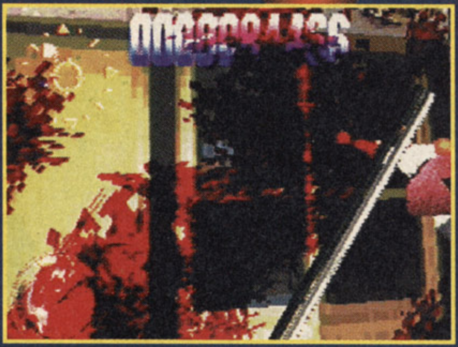
If you ever wanted to play as John McClane, Bruce Willis' character in the *Die Hard* movies, here's your chance. In Die Hard Trilogy, you get an action game (à la Resident Evil), an arcade shooter (à la Virtua Cop), and a driving game (à la Twisted Metal).

The first game, Die Hard, takes place in the Nakatomi Building, where you must blast through tons of terrorists in order to save hostages. You can also interact with every piece of equipment, blowing up cars, blasting open sprinklers, and defusing bombs.

The second game, Die Harder, takes place at the Dulles Airport, where you gun down the terrorists, snowmobile around the tarmac, and protect more hostages.

The third game, Die Hard with a Vengeance, takes you on a wild cab ride through New York City, racing against time as you try to find and defuse a number of bombs. Pedestrians get turned into road jelly if they get in your way.

Fans of the movie will love the premise – everyone else may find the game a rehash of past titles. G



They don't call it Die Hard for nothing.

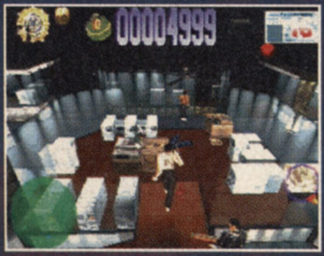
Fun Factor 4.5
The game is addicting, no doubt about that. Once you get into it, you want to play more and more. A good mix of games, DHT will keep you (trigger) happy for a while.

Control 3.5
John has trouble rounding corners, and the cursor moves too slowly in the shooting levels. In the driving levels, you'll have a tough time controlling the cab.

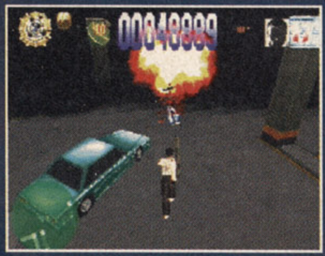
Graphics 4.0
The game has great explosions and lots of blood. As a matter of fact, it gets pretty gruesome in the driving levels, so be prepared. The blocky polygonal enemies move well.

Sound 4.0
There's some great theme music and spectacular sound effects. Shattering glass, dripping water, a snow flurry – all are crystal clear. Too bad we couldn't hear the familiar "Yippie-ki-yay" line.

DIE HARD

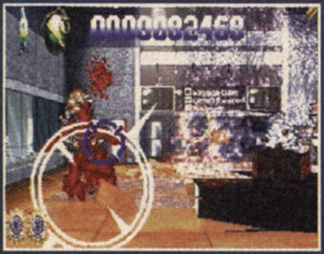


PROTIP: The minute you hear gunfire or are hit from the back, move to the left or right. You won't have enough time to turn around and fight right away.

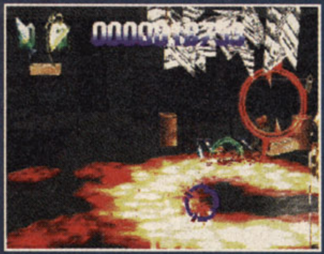


PROTIP: When using this mother-of-all-guns, be careful not to shoot it in a confined space. You'll take damage as well.

DIE HARDER

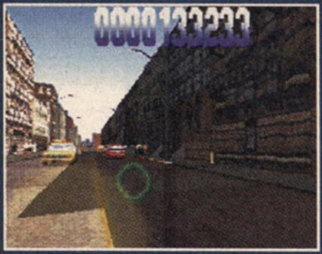


PROTIP: Don't blindly shoot into a crowd. Wait the terrorists out, and they'll separate from the hostages.

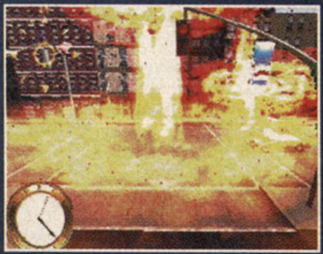


PROTIP: In the New Wing level, wait until a group of terrorists gather around the white crates, then blast the crate. It will cause a chain-reaction explosion.

DIE HARD with a VENGEANCE



PROTIP: When faced with oncoming traffic, stay near the median and off the sidewalks. Hitting pedestrians will cost you.



PROTIP: The objective is just to run into the bombs with the cab. Now you're an honorary New York City cab driver!

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PlayStation

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Williams Arcade's Greatest Hits

(By Williams)

By Tommy Glide

Price not available
Available now

Classic arcade/shooters
2 players
6 games

Challenge int Level
Replay? HI
KIDS TO ADULTS K-A AGES 6+

Williams Arcade's Greatest Hits

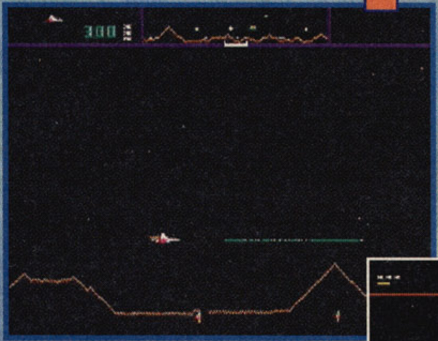
Everyone has an opinion of the classics. If you're into retro gaming, this compilation of six early-'80s coin-op titles is a true collectible.

From Dawn to Disc

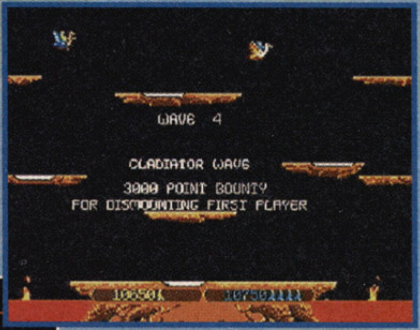
Now with the power of 32 bits, Williams brings home flawless conversions of titles that speak for themselves. Joust, Robotron, Defender, Defender 2, and Sinistar make this disc worth every penny. You also get the unique but mundane Bubbles.

Fans of these arcade classics will enjoy the option of reading the story behind the making of each game, complete with full-motion video clips of the designers. You can also peruse images of Williams memorabilia and view pictures of some of Williams's coin-op rarities.

If you don't remember any game before Mortal Kombat, these antiques might scare you. But if you remember when it cost only a quarter to play, chances are you'll want Williams Arcade's Greatest Hits. G



PROTIP: In Defender, use the scanner to line up your enemies before they appear onscreen.

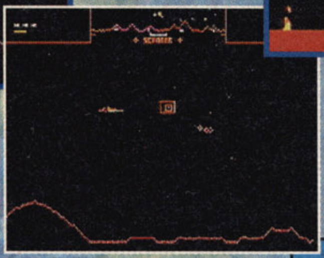


WAVE 4

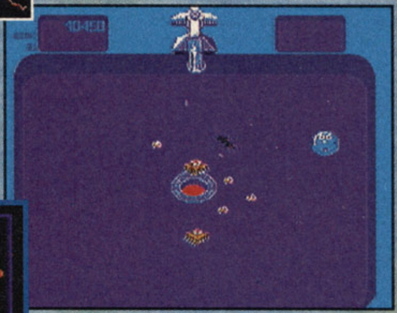
GLADIATOR WAVE

3000 POINT BOUNTY
FOR DISMOUNTING FIRST PLAYER

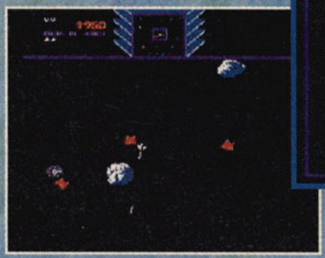
PROTIP: At the beginning of each wave in Joust, hover over the entry areas and drop on enemies as they appear.



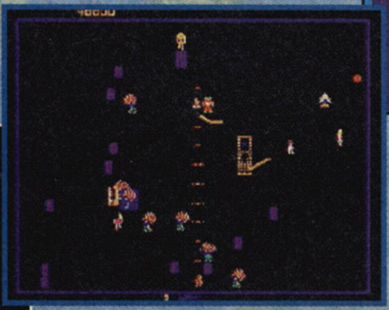
PROTIP: Use these Stargates in Defender 2 to automatically warp to where the aliens have abducted a human.



PROTIP: Once your bubble gets a mouth in Bubbles, knock the brushes down the drain to get big points.

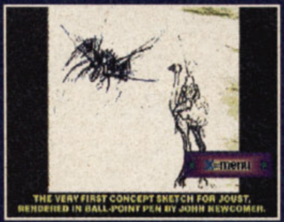


PROTIP: In Sinistar, the more you shoot the same asteroid, the more Sinibombs it releases.



PROTIP: In Robotron, the Brain Robotrons are attracted to people. In wave 5, they all follow Mikey. Keep the heat off yourself by not collecting him.

Visit the Museum



THE VERY FIRST CONCEPT SKETCH FOR JOUST, RENDERED IN BALL-POINT PEN BY JOHN NEWCOMER.

You can view cool concept art like this sketch for Joust in Williams's memorabilia.

Eugene Jarvis

See "The Making of..." clips, narrated by designers like Eugene Jarvis, who designed Robotron, Defender, and recently Cruisin' USA.

Graphics 4.0

These six classic games are perfect ports from the arcade. They're not much to look at by today's standards (some don't even scroll), but that's not the point.

Sound 4.0

The warbling blast of your laser in Defender, the sirenlike cry of the pterodactyl in Joust, and the staccato gunfire of Robotron: all arcade true, circa 1980.

Control 3.5

Adjusting to games like Defender and Robotron on a control pad takes time, and mastering the slippery control is the only real challenge in Bubbles.

Fun Factor 4.5

You can't compare this collection with modern games. These classics return in pure form – never-ending and a real challenge to master. For old-school gamers, this is love.

BATTLE ARENA TOSHINDEN 2™

tournament trivia contest!

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BATTLE ARENA TOSHINDEN 2
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TEEN
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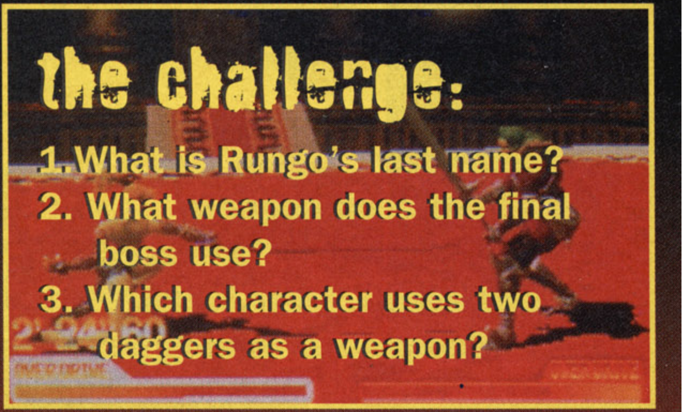
In the tradition of the greatest fighting games Playmates Interactive Entertainment & GamePro challenge you!

Answer any of the following 3 questions about Toshinden correctly, and you make it to the final round of the tournament, where you might win one of these excellent prize packages.

grand prize (1)

A new Sony PlayStation, a copy of the hot new fighting game Toshinden 2 and an exclusive Toshinden 2 sweatshirt

Toshinden 2



the challenge:

1. What is Rungo's last name?
2. What weapon does the final boss use?
3. Which character uses two daggers as a weapon?

first prize (10)

Toshinden 2 for the PlayStation and an exclusive Toshinden 2 sweatshirt

second prize (15)

Free one year subscription to GamePro!

third prize (30)

GamePro T-shirt

Official Rules

No purchase necessary. One entry per person. Duplicate entries will be voided. Infotainment World, Inc. and Playmates Interactive Entertainment, Inc. assume no responsibility of late, misdirected, incomplete, or illegible entries. All entries must be received by July 1, 1996. Only residents of the contiguous states are eligible. Void where prohibited.
Eligibility: Employees of Infotainment World, Inc., Playmates Interactive Entertainment, Inc., their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.
Entry: By entering this contest, contestants acknowledge that Infotainment World, Inc. and/or Playmates Interactive Entertainment Inc. has permission to use the contestant's name, photograph and likeness for purposes of advertising and promotion without further compensation. All decisions on matters relating to this contest are final. Infotainment World, Inc., and Playmates Interactive Entertainment Inc. and participating sponsors assume no liabilities resulting from the use of this prize.
Awarding of Prizes: Winners will be determined on July 15, 1996 by GamePro magazine. Odds of winning depend upon the number of all correct entries received. Winners will be notified by phone or mail. Winner is responsible for any and all federal, state, and local taxes. A complete list of prize winners will appear in a future issue of GamePro magazine, or can be obtained by writing to: Toshinden 2 Contest Rules, 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404. Prizes will be awarded as follows: One (1) Grand Prize Winner will receive a Sony PlayStation (ARV $249), the video game Toshinden 2 (ARV$49.99), an exclusive Toshinden 2 sweatshirt (ARV$25); ten (10) 1st Prize winners will receive the video game Toshinden 2 (ARV$49.95) and an exclusive Toshinden 2 Sweatshirt (ARV$25); fifteen (15) 2nd prize winners will receive a free one year subscription to GamePro magazine (ARV$20); twenty (20) 3rd prize winners will receive a GamePro t-shirt (ARV $15).
Prize Restrictions: Alternative prizes or cash will not be offered in lieu of prizes described above. No prize may be substituted, transferred, or exchanged. All prizes will be awarded by September 1, 1996. **Unclaimed Prizes:** If an individual winner does not claim his/her prize by October 1, 1996, the prize will be forfeited.

How To Enter:

Send in your Name, Address, Age, Phone Number and answer to one of the the 3 trivia questions:

Toshinden 2
Sweepstakes
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TAKARA®

PlayStation™

Magic Carpet

(By Electronic Arts)

By Tommy Glide

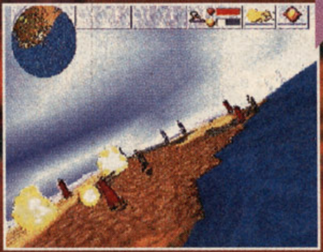
$59.95
Available now
Fantasy shooter
1 player
70 worlds
First-person view

Challenge: adj Level
Kids to Adults: K-A Ages 6+
Replay? HI

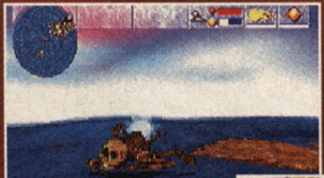
Magic Carpet is a mythical feast with the flavor of the Middle East.

The universe is in chaos. From your magic carpet, you must restore balance to 70 three-dimensional worlds by collecting mana, an energy that comes mostly from enemies that you destroy with spells. You must also build and protect a castle to store your mana.

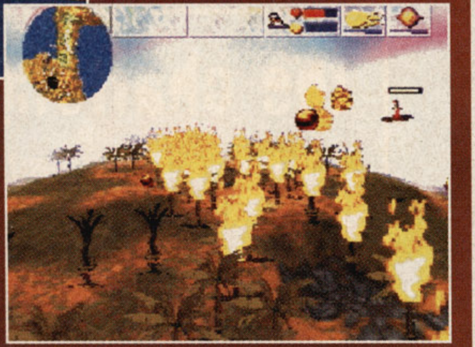
The gameplay continually evolves, introducing new spells and more dangerous monsters. Exciting and addicting, this carpet is spotless. G



PROTIP: Draw undead armies to the coastline, then play hit and run with 'em.



PROTIP: Cast your possession spell on the remains of a wizard to claim his mana.



PROTIP: When fighting near trees, light 'em up to damage your enemies further.

Magic Carpet

Graphics 4.0

The morphing terrain and 3D landscapes are beautiful, and the game scrolls smoothly. While the enemy sprites are well drawn, they retain a pixelated PC-type appearance.

Control 4.0

Maneuvering the carpet is fairly easy. Once you get used to switching spells on the fly, the sky is yours to command.

Fun Factor 4.5

You can't beat this game in a day or three. Huge, constantly changing levels with plenty of traps, enemies, and spells keep players engrossed for eons.

Sound 4.5

Simply outstanding audio. The symphonic soundtrack soars during battles. Magical sound effects and subtle background sounds enhance the worlds.

D

(By Acclaim)

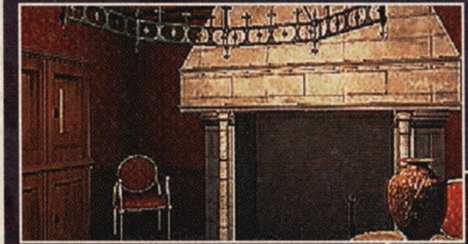
By Scary Larry

$59.95
Available now
Strategy
1 player

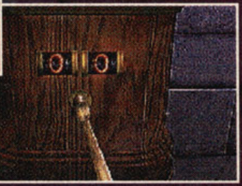
Challenge: int Level
Teen: T Ages 13+
Replay? LO

You're Laura Richter, and you've been sent inside a hospital-turned-haunted-house to find your father, mass murderer Dr. Harris Richter.

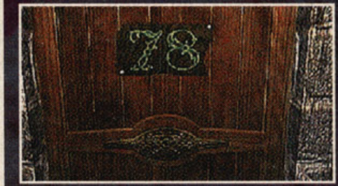
Along the way to the showdown with Daddy, you must solve mysteries, link clues, and decipher puzzles. If you're looking for one game this year to scare the hell out of you, D is it. Play it with the lights off. G



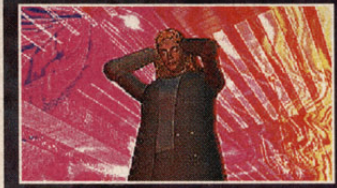
PROTIP: Get the spigot from the chest of drawers upstairs, then walk to the door, turn, and grab the key from the fireplace.



PROTIP: Head down to the door in the dining room, use the key, and proceed to the right of this room. When you reach the box, line up 7 and 8, grab the ring, and head to the wine cask.



PROTIP: Use the spigot on the wine casket, go toward the spikes, and descend the stairs on the left. Use the ring on the door, and you should proceed to the next level.



PROTIP: To complete the game successfully, you must find all five scarabs. Try the doorway just after you start the game.

Fun Factor 4.0

D is a wild, frightening ride that will keep you riveted for hours. If you liked Mansion of the Hidden Souls or The 7th Guest, you'll love D.

Graphics 5.0

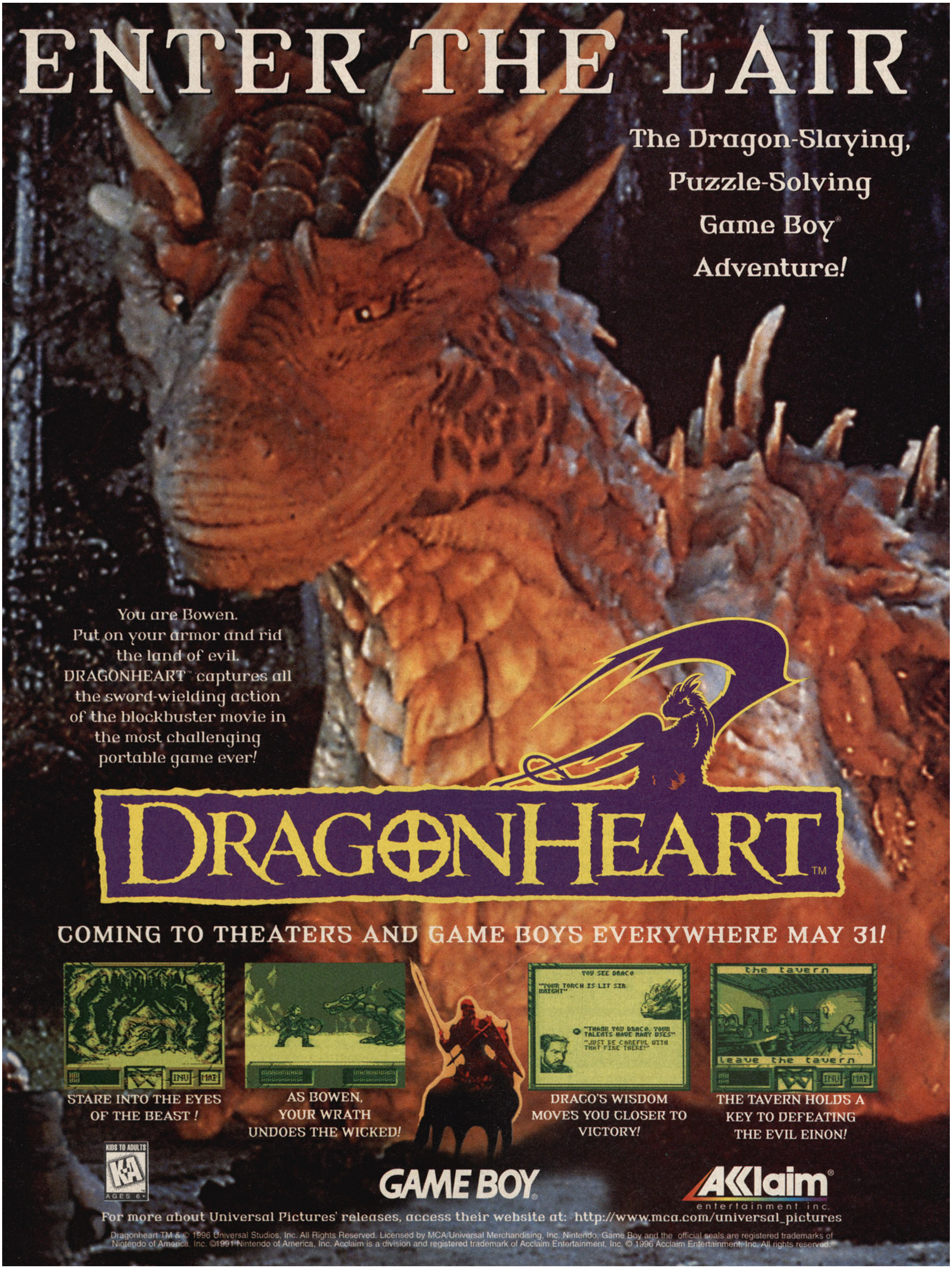
The graphics are cleaner and clearer than in the 3DO version. No pixelization, few jaggies, and smooth rendering make this a true movie adventure. And all the gore is still here, too.

Sound 5.0

Scary music and other minor technical sounds, like labored breathing, heels clicking through the halls, and doors creaking open, add up to a great treat for the ears.

Control 3.5

Sluggish movement hampers the fun of this game. Also, you have to find the right spot in the room to turn around in, or you miss vital clues. All in all, you give the directional pad a workout.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"YOUR TORCH IS LIT SIR BRIGHT"
"THANK YOU DRACO. YOUR TALENTS HAVE MANY USES"
"JUST BE CAREFUL WITH THAT FIRE THERE!"
the tavern
leave the tavern
INV
MAP
KIDS TO ADULTS
K-A
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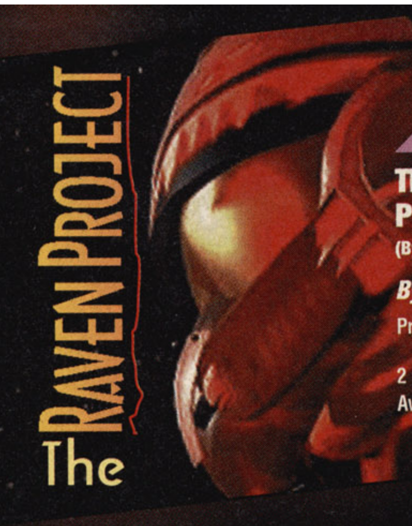


The Raven Project

The Raven Project

(By Mindscape)

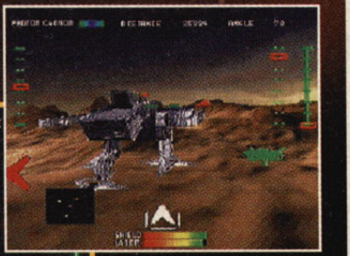
By Air Hendrix

Price not available
2 CDs
Available May
Shooter
1 player
3 views

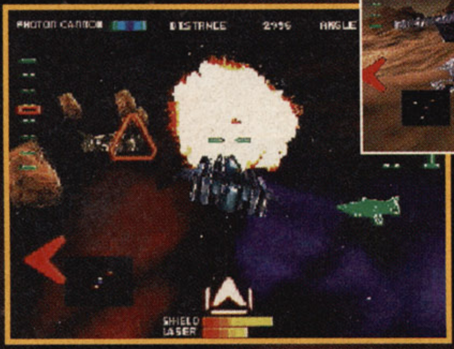
Challenge: int Level
Replay?: MED
KIDS TO ADULTS: K-A AGES 6+

In Raven Project, you're rebelling against Earth's alien overlords. The action runs the gamut from mechwarrior-like missions to air-to-ground sorties and outer-space dogfights.

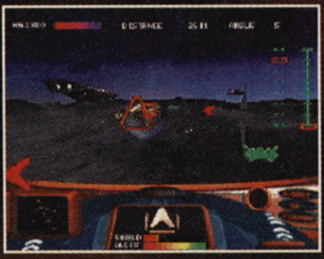
Each vehicle's packed with two lasers, two missiles, and an identical control setup, which generates a disturbing sense of familiarity when you're supposedly fighting in a variety of mission-specific vehicles. Still, there's plenty of fiery combat, and if sci-fi intrigue's your thing, Raven's worth a look. G



PROTIP: To conserve missiles, wipe out ground-based enemies with photons.



PROTIP: On space missions, pursue enemies in high-speed bursts and take them out with lasers.



PROTIP: When you're on escort duty, stick close to your charge and fend off incursions with locked-on missiles.

Graphics 3.5

Despite the gorgeous rendered cinematics and full-motion video, the backgrounds and ships look chunky and underdetailed. Raven's not painful on the eyes, but it's no feast, either.

Control 3.5

Managing the vehicles' many abilities is easy, but the steering feels unrealistically loose. Target lock-ons and shooting both handle smoothly, though.

Fun Factor 3.5

Sci-fi junkies will enjoy the engaging space-opera plot and decent shooting action. Fans of traditional shooters, however, will long for more varied, challenging gameplay.

Sound 4.0

Sizzling laser blasts, crunching explosions, and clear voices are matched by futuristic techno tunes – a strong showing that still lacks the oomph of killer sound.

Super Buster Brothers

(By Capcom)

By Doctor Devon

$54.95
Available June
2 players
Puzzle

Challenge: adj Level
Replay?: MED
KIDS TO ADULTS: K-A AGES 6+

Graphics 4.0

Though the sprites are small, the graphics are suitable for framing. The detailed backgrounds range from exotic locales to famous works of art, all with strong colors.

Sound 3.5

The cheerful music cleverly matches the international settings. The sound effects are a little too cute – they remind you of the game's 1989 origins.

Fun Factor 3.0

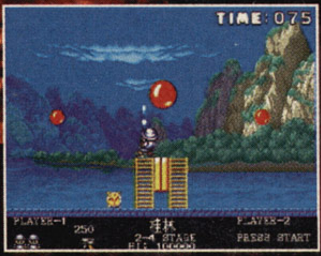
The tried-and-true gameplay quickly becomes addictive. Unfortunately the fun is limited by the draggy CD load time every time you get hit.

Control 2.5

The multifaceted PlayStation controller gets no workout: Super Buster Brothers is a one-button game. At least it's easy to pick up and play.

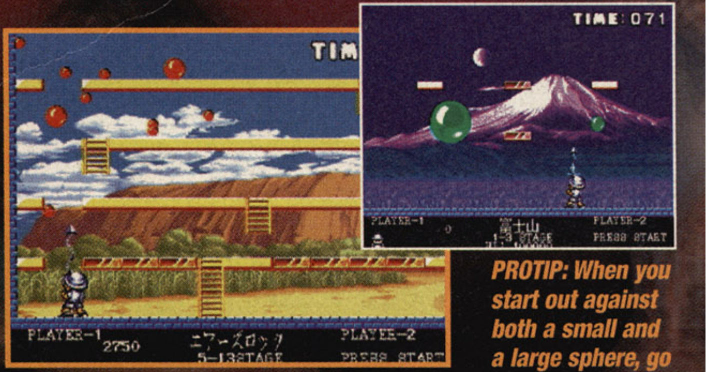
Do the math: one classic concept, three fun games, 16-bit graphics, and a 32-bit machine. Is it worth it? Sure, for nostalgic reasons or for Super Buster Brothers newcomers.

One or two players run around shooting upward at falling spheres. The game gets surprisingly tough as the spheres multiply and ricochet off floating platforms. It might be too close to 16-bit gaming for demanding PlayStation owners, but it's still a fun shoot-around. G



PROTIP: Stay on elevated platforms as long as possible to avoid low-bouncing spheres.

SUPER Buster Brothers



PROTIP: When you start out against both a small and a large sphere, go after the small sphere first.

PROTIP: Don't stand underneath open shafts. You won't be able to fire fast enough to stave off the many falling spheres.

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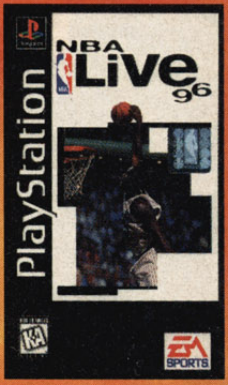

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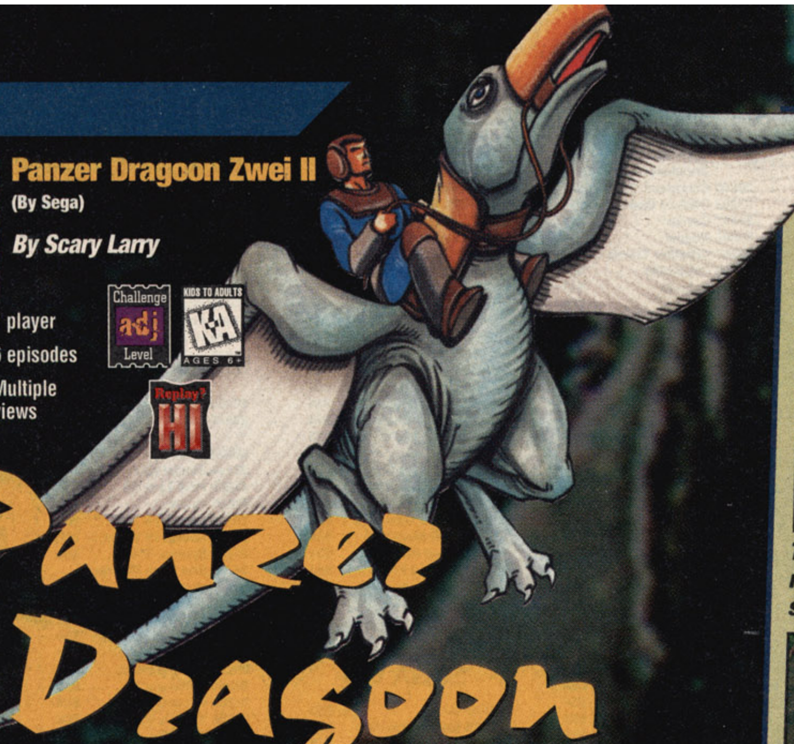
Panzer Dragoon Zwei II
(By Sega)

By Scary Larry

$49.99
Available May
Fantasy shooter

1 player
6 episodes
Multiple views

Challenge: adj Level
KIDS TO ADULTS K-A AGES 6+
Replay? HI



Panzer Dragoon Zwei II

Graphics

5.0

Great-looking new backgrounds and the best clouds on any system make this one a graphical piece of art on the Saturn. Virtually no slowdown and little breakup enhance the fun.

Control

5.0

A fully automatic tracking laser sight helps keep things interesting...and easy. You turn left and right and look behind the dragon as smoothly as ever.

Sound

4.0

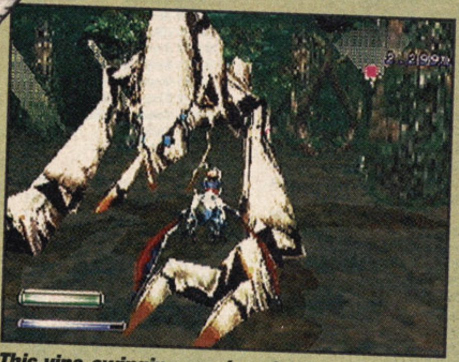
Although there's more orchestra and less monster screeching than in the original game, it would have been a real plus to hear the machinelike bosses grinding to their death as you blast them.

Fun Factor

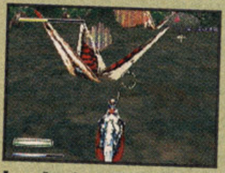
5.0

With its high replay value, Panzer II is the best next-gen shooter to date. If the original game was the reason you bought the Saturn, this sequel is the reason to keep it.

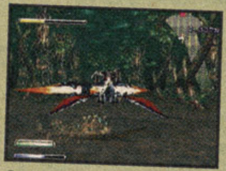
Episode 3 Boss



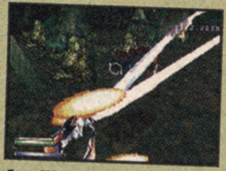
This vine-swinging maniac also spews land mines, and as a last-ditch effort tosses a star-shaped weapon at you. Watch out for these:



Land mines

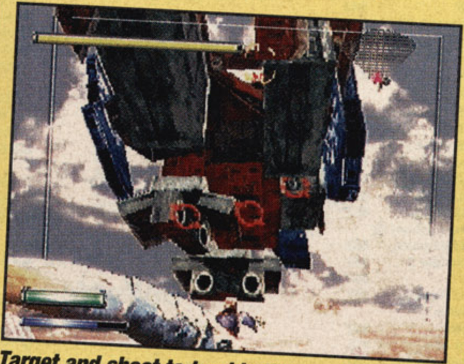


Star

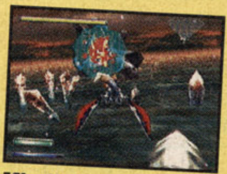


Auxiliary enemies

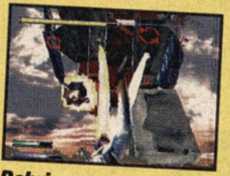
Episode 2 Boss



Target and shoot to tumble this mech megaboss. Use the Berserk when the boss's life bar is about half full. Look out for these points:

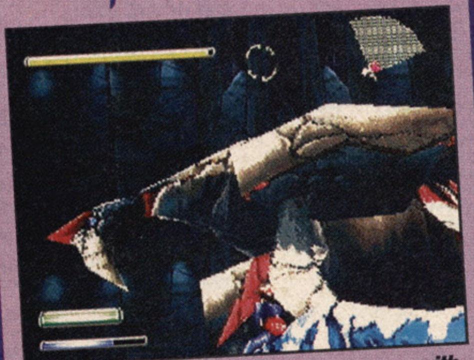


Missile launchers

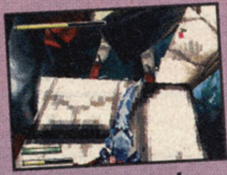


Debris

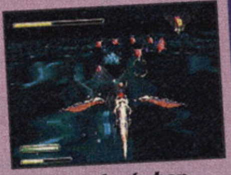
Episode 4 Boss



You can eliminate this crusty crustacean with conservative use of the Berserk and some fancy footwork. Don't unleash the Berserk immediately. Wait until you have the boss in the water and you're in the air. Be careful of these:



Claws (when you're running)



Pink bombs (when you're airborne)

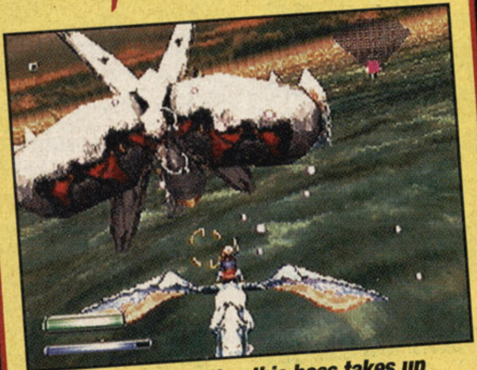
There's a new shooter in town, one that exceeds the already high standards of the original Panzer Dragoon. This game puts you right back in the dragon saddle, showcasing the great graphics, stunning scenery, and rich sound that made PD the shooter of last year.

This time you're enlisted by the Dragon Shepherds to raise a young dragon to fighting form, then stop the Cybergenetics from taking over the world.

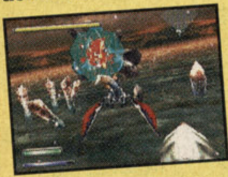
In a unique twist on standard shooting action, the game allows you to choose paths on the fly. Taking certain paths increases corresponding abilities – for example, if your dragon runs through a whole episode as opposed to flying through it, he becomes a more mobile, but less flight-worthy, steed.

Along with the screen-filling bosses and lush scenery (brought to you by the mind of French illustrator and *Heavy Metal* magazine artist Moebius), the sound has been upgraded. Heroic in spots, the score fades to eerie nothingness during intense battles.

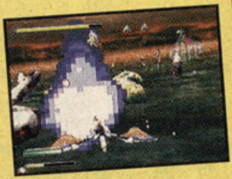
Episode 5 Boss



The task of eliminating this boss takes up practically the whole level. You can't use the Berserk right away because of a force-field drone, and you won't inflict any damage. Instead, continually shoot until the drone dies (the boss backs off and floats downward), then use the Berserk. Watch for tough opposition from these:

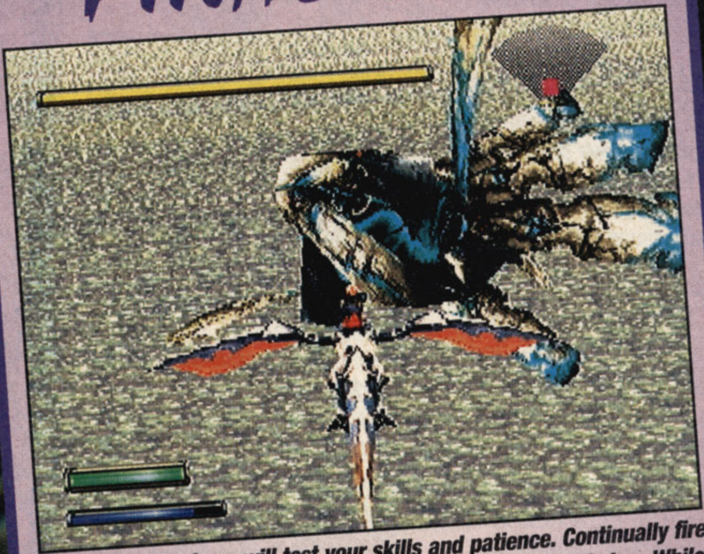


Drone

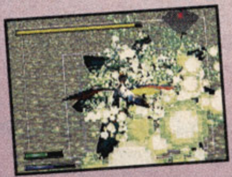


Rockets

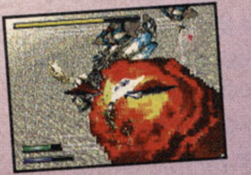
FINAL BOSS



This final hoary boss will test your skills and patience. Continually fire at the core, and fire the Berserk the minute you see the life bar. While recharging the Berserk, dodge, weave, and watch out for the pollen that the boss spews. Have fun dodging these:

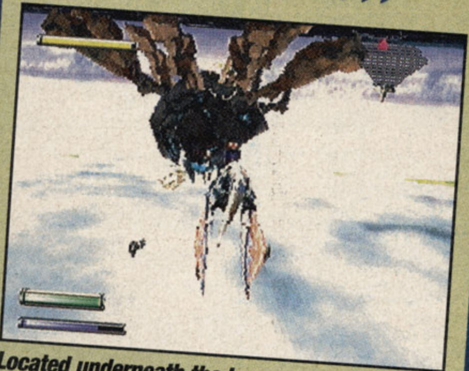


Pollen

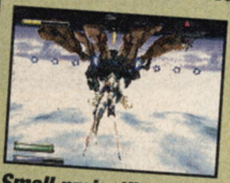


Debris

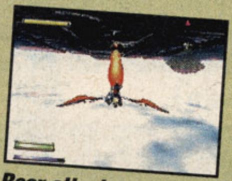
Episode 6 Boss



Located underneath the large warship, this boss can be done in with patience and two well-timed Berserk shots. Wait until you see the boss's life meter before you start firing. Be on the lookout for these:



Small projectiles



Rear attacks

Pansy Dragoon?

Control is a non-issue, with smooth shooting and adept handling made possible by experienced programmers. But the game lacks challenge. The six easy episodes won't tax your thumbs, though the replay value of the multiple paths adds more gameplay time to this title.

Worthy of an honored place on your dusty Saturn shelf, Panzer is a great game. It blows away anything resembling a shooter on the PlayStation thus far, in both graphics and imagination. Saturn owners can stop regretting their purchase now that Panzer Dragoon Zwei II looms on the horizon. G

BAKU BAKU ANIMALS

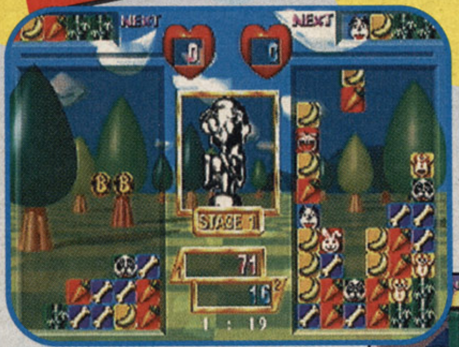
Baku Baku Animals

(By Sega)

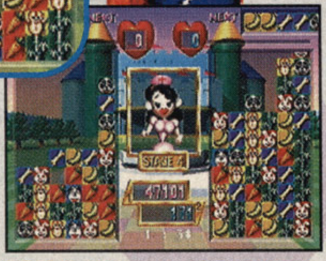
By Scary Larry

$29.99
Available May
Puzzle
2 players

Challenge adj Level
Replay? HI
KIDS TO ADULTS K-A AGES 6+



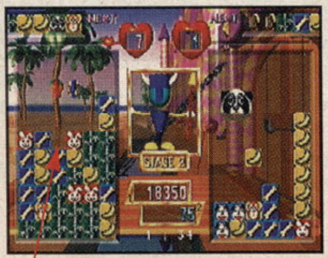
PROTIP: Falling coins eliminate everything in their path. This doesn't always work to your advantage. You usually want to eliminate faces rather than items.



PROTIP: When you drop a load on your opponents, don't rest. If they're close to the top, you can shorten their stay by continually dropping small pieces into their field.

Although the name is silly (Baku Baku roughly means Chomp Chomp) and the cutesy graphics won't melt the hearts of hard-core gamers, Baku Baku Animals is undeniably the best puzzle game in the world so far. It beats even its closest rival, Kirby's Avalanche, which it also borrows from heavily.

This Tetris-like game has a plethora of options, but it really shines in two-player mode. Baku Baku Animals packs the most fun you'll have in a competitive puzzle game. G



PROTIP: Begin by building a base of items. Leave a vent (A) to drop an opportunistic animal.

Graphics 4.5

The graphics could have been funnier (a banker chewing up money?) or harder edged (a shark eating human limbs?), but the clean rendered graphics do their job well.

Sound 2.0

Enough with the lunatic-asylum elevator music! If you didn't need to hear the chomping (try to play without the sound, and you'll realize you do), we'd suggest alternative sounds.

Control 5.0

Nothing to control really. Pieces fall and turn easily, and move fluidly. You can even turn pieces (albeit for a microsecond) after they touch down.

Fun Factor 5.0

It can't be said strongly enough: If you give this game a chance (and two players) it will occupy your whole day. You'll forget everything substandard about it.

WORMS

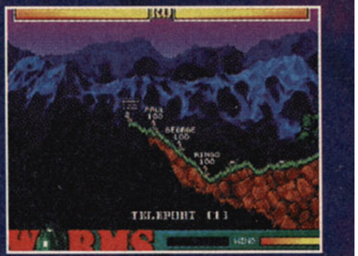
Worms

(By Ocean)

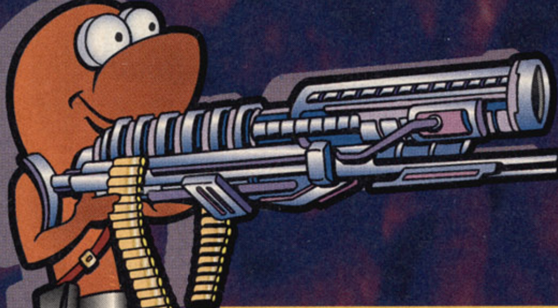
By Coach Kyle

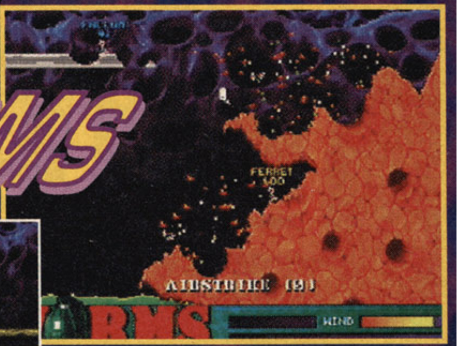
$49.95
Available May
Strategy/action
2 players

Challenge int Level
Replay? MED
KIDS TO ADULTS K-A AGES 6+

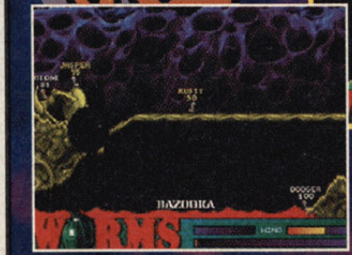


PROTIP: Your worms are at particular risk when they're near cliffs or water, so keep them well inland.





PROTIP: Spread your worms around, or you're vulnerable to a devastating air strike.



PROTIP: Keep your worms protected near rocks, not exposed on bridges.

A humorous concept never really pays off in Worms. You control teams of worms that battle each other on thousands of areas. The worms are armed with grenades, bazookas, and bombs, which you strategically select and then fire at enemy teams.

The battles aren't much fun. Puny worms and weapons make for weak characterization. And the action is too repetitive and slow to generate any excitement. You'll eventually want to squish Worms. G

Graphics 3.0

Entertaining intro footage doesn't compensate for the tiny sprites and atom-size shots. Hard to see + Hard to read = Hard to enjoy.

Sound 2.0

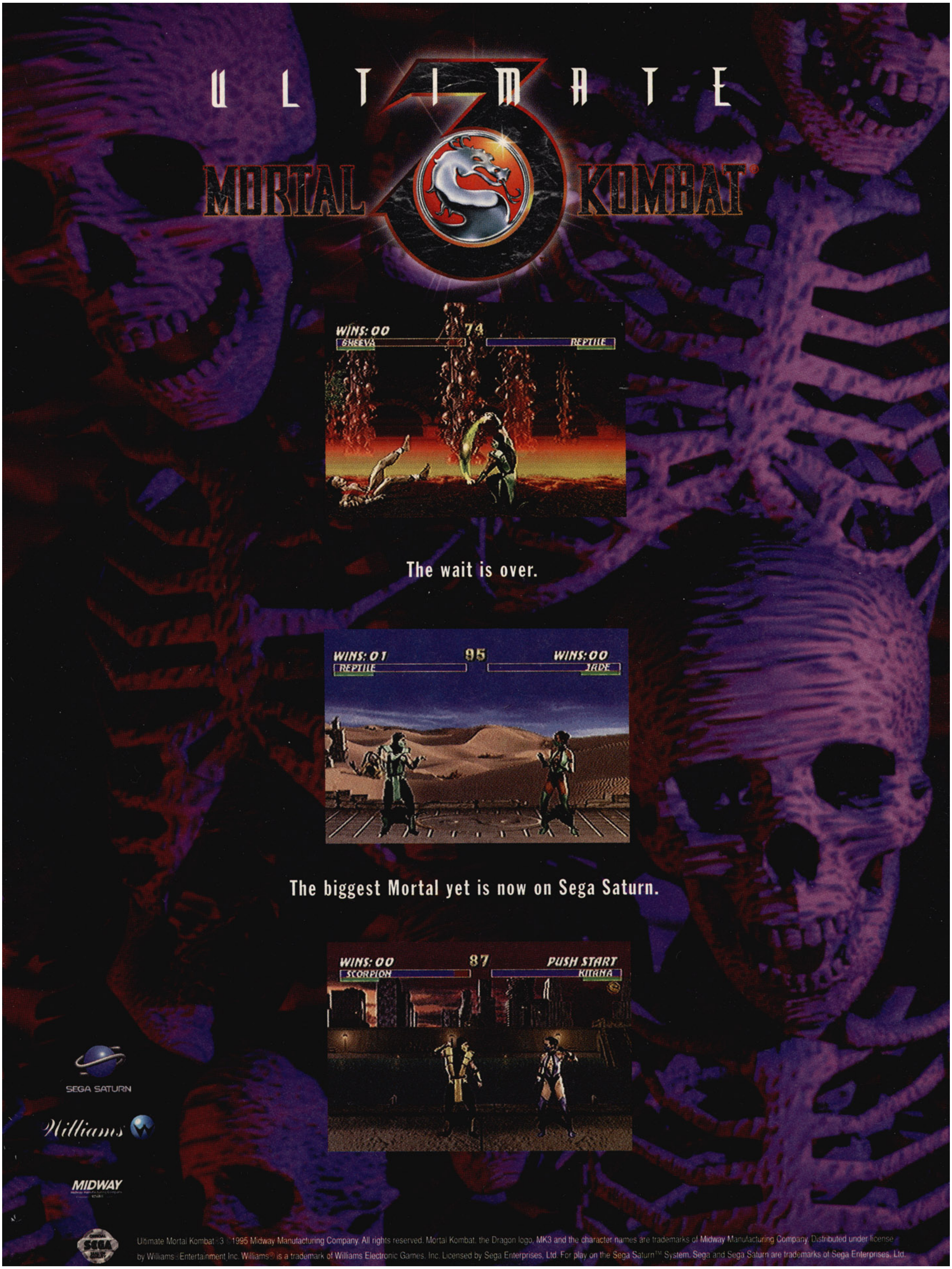
The worms have cute voices, but their words are often unintelligible. Infrequent music and minor sound effects make this a sonic snooze.

Control 3.5

There's a lot to do, so control is intriguing. Using your weapons effectively is the key to the game and its main point of interest.

Fun Factor 2.5

Mildly enjoyable at first, Worms soon wears out its welcome. The many backgrounds are pretty much redundant, and you never warm up to these worms.


ULTIMATE
MORTAL 3 KOMBAT
WINS: 00
74
SHEEVA
REPTILE
WINS: 01
95
WINS: 00
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WINS: 00
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The wait is over.

The biggest Mortal yet is now on Sega Saturn.

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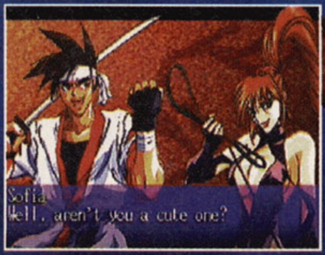


Sofia
Well, aren't you a cute one?

The Story mode adds some decent anime of the characters, but these clips aren't fully animated.

Battle Arena Toshinden Remix

(By Sega)

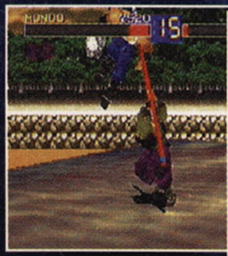
By Tommy Glide

Challenge adj Level

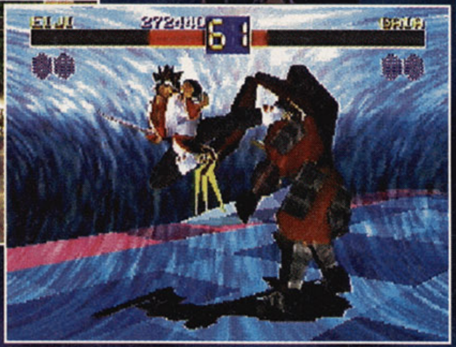
$69.99
Available now
Fighting
2 players

TEEN T AGES 13+

Replay? MED



PROTIP: When the computer opponent's life bar is flashing, finish them quickly or they'll try to pull off a super move.



PROTIP: Gaia is fairly easy to beat if you stay out of his range. Block his projectiles, then alternate your attacks with projectiles and quick combos that start with a jump.

Battle Arena Toshinden Remix

Eiji, Kayin, Sofia, and five other fighters return in Battle Arena Toshinden Remix. But this remix didn't require much labor, as only one hidden character, a few different voices, and a Story mode have been added. While the Story mode is interesting, it was cheaply done with static animations. If you liked the beat-em-up feel of this game on the PlayStation, you'll probably like it here as well. Overall, however, this is a poor conversion. G

Sound

3.0

A few of the Japanese voices have been left in, but English-speaking characters like Sofia and Rungo are poorly done. With average music, it still lacks audio depth.

Graphics

3.0

The characters and their special moves aren't as smooth as in the PlayStation version, and even the backgrounds are flat in comparison.

Control

3.0

You still get that cool rolling manuever, but the control is nowhere near as good as VF 2's. Pulling off combos and special moves feels amateurish.

Fun Factor

3.0

Toshinden was fairly impressive when it first appeared a year ago in Japan, but now it feels and looks plain. Remix is an evening's rental at best.

Congo

(By Sega)

By Tommy Glide

Challenge adj Level

$59.99
Available now
First-person shooter
1 player
4 worlds

TEEN T AGES 13+

Replay? MED

Control

3.5

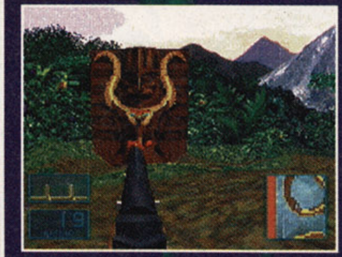
Navigating in the open is fairly easy, but you get mired in many areas. A poison temporarily reverses your directionals – a gimmick that gets annoying fast.

Sound

3.0

Decent bongo music and nice background effects capture the flavor of the Amazon. However, you can't hear your enemies approach – a fatal flaw.

CONGO



PROTIP: When you knock over enemy statues, shoot them until they explode or they'll get up.

Fun Factor

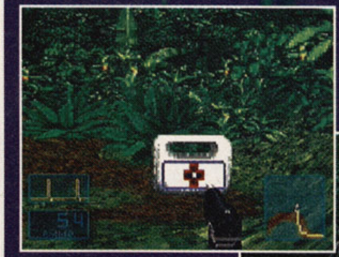
2.5

Congo takes the excitement, emotion, and intensity out of the jungle. As a first-person shooter, it fails to absorb the gamer, making the Amazon a boring place.

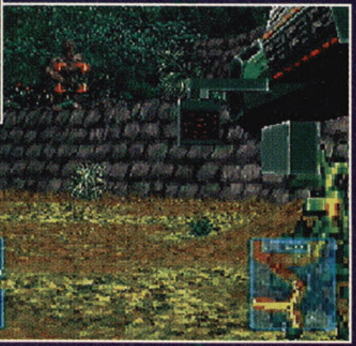
Graphics

2.0

The lack of depth in the graphics (specifically the jungle) is a real problem. Most of the enemies look pretty stupid and it's even difficult to spot the obvious power-ups.



PROTIP: Try leaving the trail frequently. Hidden areas with power-ups are everywhere.



PROTIP: Find the rocket launcher (in a small clearing) before approaching these ruins. You need it to shoot the gorillas on the ruins above.

Congo tries to cash in on the Doom-style game craze, but instead of blood-crazed demons, you're attacked by cartoony spiders, puppy-dog lizards, and giant rubber monkey dolls.

As Kabalo, you must collect as many diamonds as you can in the jungle, ruins, city, and catacombs of Zinj. Cheap sneak attacks and constant backtracking plague these levels. Although there's an occasional bright spot, this gorilla hunt isn't worth the price of zoo admission. G

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Captain Quazar

(By Studio 3DO)

By Scary Larry

Price not available	Action/adventure
Available now	2 players 12 levels

Challenge: adv Level

NOT RATED

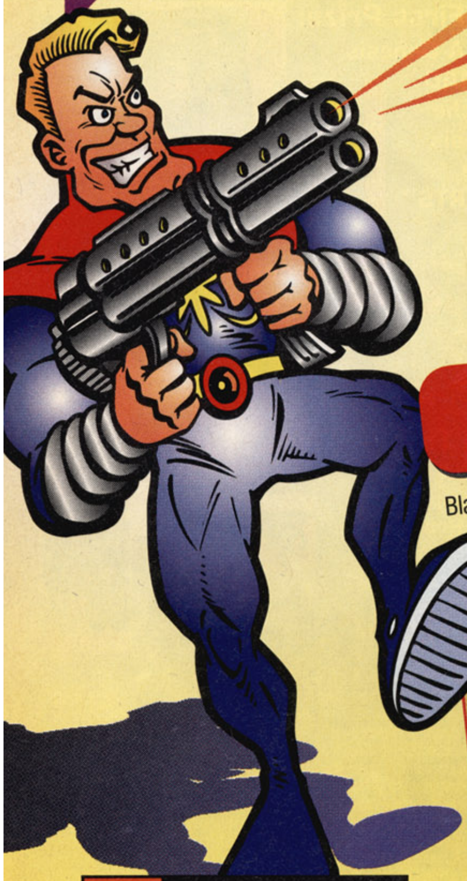
Replay: HI

Although we didn't get to see the final version of this game until we received the boxed copy (usually an indication that a game isn't that great), we haven't put it down yet. Captain Quazar is a fun-filled romp through 12 levels jam-packed with enemies, explosions, and puzzles.

You have to track down and arrest four intergalactic criminals while also rescuing slaves, blowing up refineries, and escorting hostages to safety. It's like Greenpeace with an attitude...and weapons!

The weaponry includes a shotgun, a super shotgun, grenades, missiles, and ray guns. You get help along the way from power-ups like health, shields, and door passes.

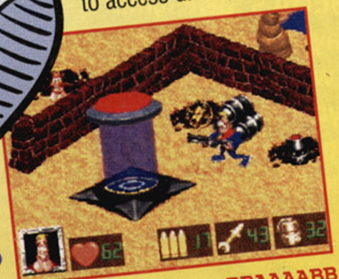
Captain Quazar plays like a Sunday-comics version of Loaded, but don't let that stop you from enjoying one of the best action games on the 3DO. The captain is in charge! G



CAPTAIN QUAZAR

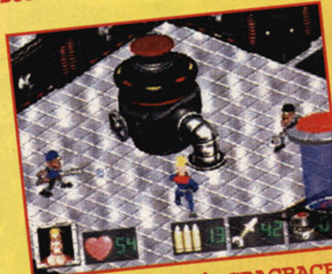
MISSION 1:
DESTROY ALL THE PLANTS

Blast away to the first teleporter. Then use these passwords to access different areas:



Storage Outposts: BBAAAABB

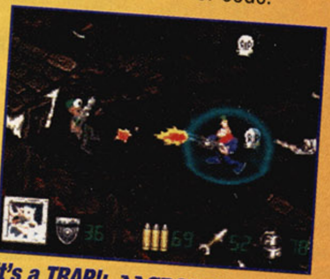
Money Bags: BACACABA
Five Hidden Rockets: ABCBCCAB
Boot Camp: BABAABBA



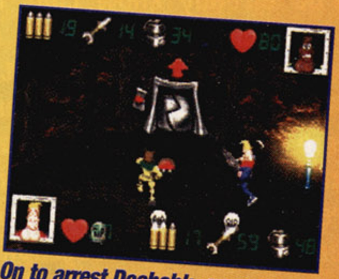
Processing Plant 1: CBACBACB
Processing Plant 2: CCABACBC

MISSION 3:
FIND DOOBAH

Search the underground maze and destroy all the spice processors. There's only one teleporter code and one elevator code.



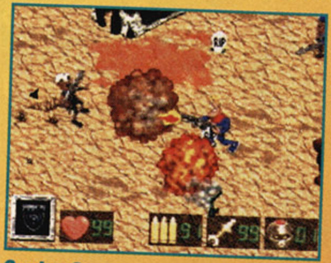
It's a TRAP!: AACBCABB



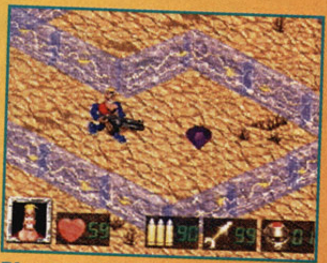
On to arrest Doobah!: CCBBBBAA

MISSION 2:
GO TO THE CAVERNS

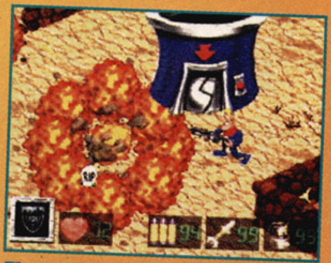
Now find your way to the elevator that leads into the mines. It's in the upper right corner of the area.



Sector 3: ABABBABA



Diamond Maze: CCBCCACC



Elevator Code: BBAABBAA

Graphics 4.5

Cartoony but fast, Captain Quazar delivers punchy humor with its graphics. Giant explosions and variations in lighting in the cavern levels are among the highlights.

Sound 5.0

The music is better than Return Fire's symphonic overtures. Explosions are crystal clear, bullets ricochet off walls, and even Quazar's expressions of "duh" are lifelike.

Control 4.5

You must get used to the eight-way directional shooting before you can really have any fun. One significant glitch: Sometimes Quazar gets completely stuck behind objects.

Fun Factor 5.0

Captain Quazar is all fun and plenty tough. Huge areas, brutal enemies, and great humor make it worth every penny. Now how about this game on a more popular system?

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>
> *GAMEPRO*

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THE 16-BIT GAMER'S SURVIVAL GUIDE

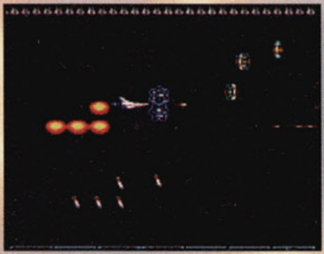
The 16-bit systems are down but not out! This survival guide keeps you gaming on your SNES or Genesis, and the ProReviews fill you in on upcoming 16-bit titles.

By The Feature Creature

ASK THE PROS

Can you give me any hints for Gradius III for the SNES?

Jesse Robert Jensema
West Bend, WI



Gradius III is one of the most durable side-scrolling shooters. It wasn't a gameplay breakthrough when it came out in 1991, but it did approximate the great arcade shooters pretty well.

Here's how to get extra lives: At the title screen, hold Left, then tap A three times. When you start the game, the number of ships at the top of the game screen will be 30.

To get all the weapons, hit Start to pause, and tap Up, Up, Down, Down, L, R, L, R, B, and A. Resume the game with your new firepower.

In your February '95 issue (see "Short ProShots"), you mentioned that MK 3 would contain Nudalities. You haven't mentioned them since. Are they in the Genesis version of the game, or any version for that matter?

Matt Korpela
Fresno, CA

A year ago that's what we were told: Nudalities would be in the game. However, Williams Entertainment changed its plans and released the game without Nudalities. We asked Ed Boon, the lead programmer for MK 3, and he told us very specifically that Nudalities were not realities.

16-BIT HALL OF FAME

Shooters' Hall Of Fame

Gradius III is good, but what's the best 16-bit outer-space shooter ever? These classics are Captain Squideo's favorites:

- **Axelay** (SNES)
- **Darius Twin** (SNES)
- **Gradius III** (Genesis)
- **Lightning Force** (Genesis)
- **Super R•Type** (SNES)

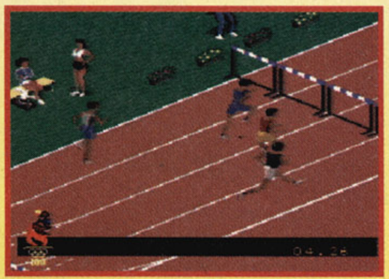
Which shooters belong in the Hall of Fame? We want your opinion! Consider those on the captain's list and any others you like, write down your top choice of the best 16-bit outer-space shooter ever, and get it to the following address by June 7:

Hall of Fame: Shooters
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs, puzzlers, or anything besides space shooters – we'll ask for votes on other genres soon.

This month's best news about soon-to-be-released games: Sonic is coming for Christmas! Expect a new hedgehog adventure for the Genesis (plus the Saturn, Game Gear, Pico, and PC) with a new female sidekick named Tiara and a new nemesis. Meanwhile, here are this month's likely 16-bit releases:

- **Arcade Classics by Sega** (Genesis)
- **Bass Masters Classic '96 by T•HQ** (SNES)
- **Bugs Bunny in Double Trouble by Sega** (Genesis)
- **Ken Griffey Jr.'s Winning Run by Nintendo** (SNES)
- **Lobo by Ocean** (Genesis)
- **Marsupilami by Sega** (Genesis)
- **Maui Mallard by Disney Interactive** (SNES)
- **Mo Hawk and Headphone Jack by T•HQ** (SNES)
- **Pinocchio by Disney Interactive** (SNES/Genesis)
- **Six-Pak by Sega** (Genesis)
- **Time Killers by T•HQ** (Genesis)

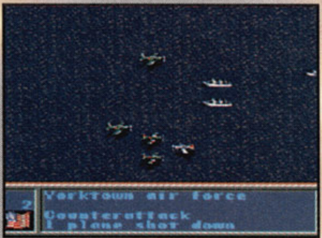


T•HQ has four new titles coming soon for 16-bit gamers, including Time Killers (Genesis), due out in June, and Olympic Summer Games (Genesis and SNES; SNES shown here), scheduled for July.

YOUR TWO CENTS ABOUT 16-BIT

I'm tired of all this stuff about how there are hardly any more good games and how the only good ones are too expensive. I just rented P.T.O. for the Genesis, and I really enjoyed it. There are a lot of great games out there, so just rent older titles!

"JMcdon9380"
Internet



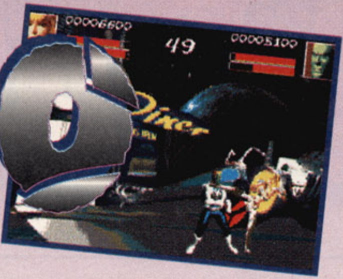
Yorktown air force
Counterattack
1 plane shot down

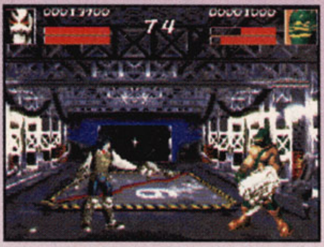
Want World War II action? Pacific Theater of Operations for the Genesis or SNES is a good find.

Here's the King Fisher's list of other worthwhile 16-bit games with a WW II theme:

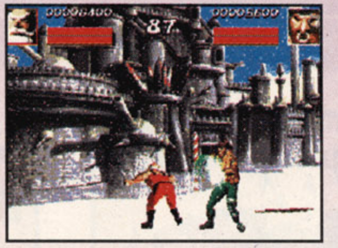
- **Carrier Aces** (SNES)
- **Operation Europe: Path to Victory 1939–45** (SNES and Genesis)
- **P.T.O. II** (SNES and Genesis)
- **Super Battleship** (SNES)
- **Wings of War** (Genesis)
- **Wolfenstein 3-D** (SNES)
- **World War II Flight** (Genesis)

LOBO





PROTIP: To do Lobo's Gun, tap ←, ↙, ↓, ↘, →, ↗, A.



PROTIP: To execute Kringle's Fart, tap ←, ←, C.

By Scary Larry **Genesis**

As if we needed a reason to bury the Genesis, along comes Lobo, one of the most god-awful fighting games since Time Killers.

Unless you're a fan who has to own every single piece of Lobo merchandise available, steer clear of this game. You choose from six poorly illustrated warriors that fight with jerky, unpredictable special moves. Since Lobo is based on some of the best comic-book art of all time, this is a major disappointment.

The sound isn't bad, but it gets lost in the dismal gameplay. The battles resound with smacks and groans aplenty but no trademark Lobo wisecracks.

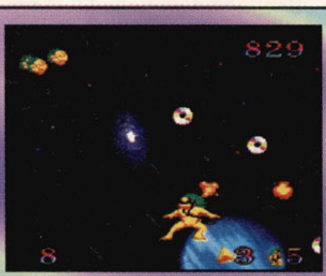
This badly executed game doesn't deserve a place on the shelf with other comic-book games. Rent it, play it, return it. This one's a LoBlow. **G**

Lobo by Ocean

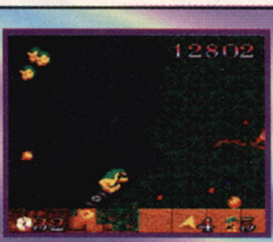
Graphics	Sound	Control	Fun Factor	Challenge
2.0	2.5	2.0	2.0	INT Intermediate

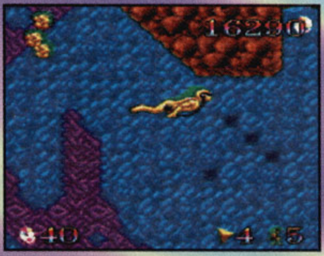
$59.95
24 megs
Available June
Fighting
2 players
Replay value: Low
ESRB rating: Kids to Adults

Mo Hawk & Headphone Jack



PROTIP: Don't build up too much speed, or obstacles appear too quickly for you to react.





PROTIP: Be prepared for a sudden change when Mo hits the water. He swims much slower than he runs.

By Captain Squideo **Super NES**

Don't eat or drink anything for half an hour before you play this innovative game. Although the gameplay is unique, it might make you queasy.

Mo Hawk is a hip character who runs, leaps, flies, and swims through high-tech settings. The gimmick here is the fast-moving screen, which quickly rotates under Mo Hawk to create mind-numbing visuals. Hard-rock music adds to the hallucinogenic effect. Different, yes; fun, no. After a while, this isn't a game you play; it's a game you endure.

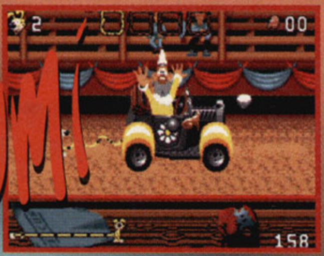
T•HQ is to be applauded for bringing out a SNES game in 1996. You'd applaud louder if it were a great SNES game. **G**

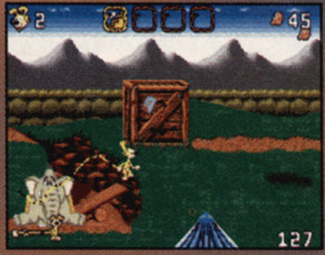
Mo Hawk & Headphone Jack
By T•HQ

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.5	2.5	2.0	INT Intermediate

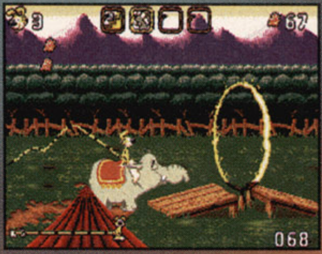
$69.95
16 megs
Available now
Action/adventure
2 players
14 levels
Replay value: Low
ESRB rating: Kids to Adults

Marsupilami





PROTIP: Feed Bonelli a snack so that he sits on the board. Then jump from above to launch him back on the path.



PROTIP: After he's had some water, jump on Bonelli's back to extinguish the flaming hoop.

By Greasy Gus **Genesis**

Are 16-bit systems dead? Sega throws dirt on the coffin with Marsupilami.

You play as the title character, a long-tailed jungle cat who escapes the circus, along with Bonelli the elephant. The 25 seen-it-before stages would be easy to clear if it weren't for Bonelli. You must collect snack food for your big buddy, help him get over a few obstacles, and whack a few bad guys with your tail.

Marsupilami is packaged as a kid's game, but the stiff controls and quick timer make the puzzle solving tough and may drive younger gamers to tears. The perky, comical animations are pleasant enough, but the plunky, happy circus music grates. In short, keep this cat confined at your nearest retailer. **G**

Marsupilami by Sega

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.0	1.5	2.5	ADJ Adjustable

$39.95
16 megs
Available May
Adventure
1 player
25 levels
Replay value: Low
ESRB rating: Kids to Adults

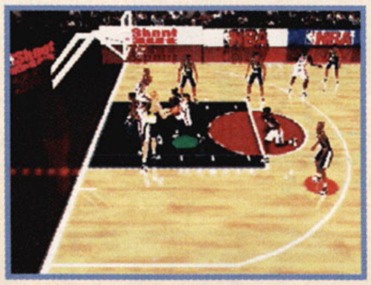
The Shoot Hits the Fans!

NBA Shoot Out

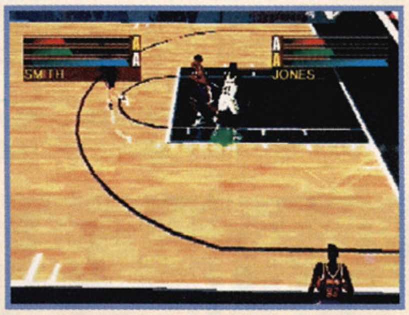
By Scary Larry-Jabbar

PlayStation

From the makers of NFL GameDay comes another fast-paced, in-your-face, rip-roarin' sports game. NBA Shoot Out shows that Sony knows sports and can deliver an awesome next-gen game with the best of 'em.



PROTIP: Clear the lane underneath the basket by passing the ball around.



PROTIP: Always get a defender to cover the inbounding player. Hit Steal at the right moment, and you have an easy two.

Hoop! Here It Is!

Great players fill this great game. You get the full slate of teams with up-to-the-minute rosters (including all trades made as of January). Although you'll see star players like Hakeem, Scottie, and Hardaway, fans will notice the obvious absence of superstars like Jordan, Shaq, and Barkley. But don't blame Sony, blame the agents.

On top of great players, you also get great features. Substitutions, a bookful of offensive and defensive plays, the ability to trade players and to foul out, and fatigue percentages make the gameplay more realistic than Jam's and better than Live '96's (see "Sports Pages" ProReview this issue). But Jam fans can also set the game to Arcade mode, which has enough fantastic slam dunks and impossible three-point shots to make any Jammer happy.

Learning hoops the Hardaway.

Slamtastic Voyage

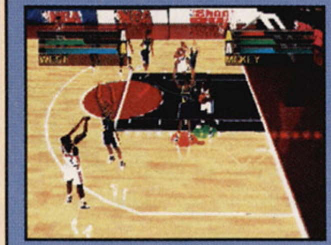
You would expect such gorgeous, realistic polygonal action to slow down the game, but it doesn't... much. Players glide smoothly, pivoting, shooting, and stealing with fluid motion-captured movements.

The effective sounds are especially buggy when the Knicks or Rockets play (the announcer calls out Duane Ferrell's name even when he isn't playing). Otherwise, all else works fine.

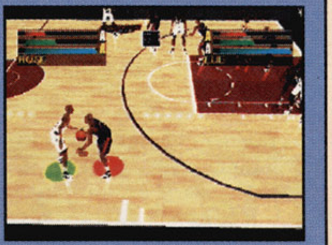
The controls are the game's minor Achilles sneaker. Long passes (prone to interception) seem to happen randomly, even when you've pressed the button for the short pass. It's easy to snatch the ball when inbounding, and the referees miss too many calls. But mastering this game is half the fun, and once the pad assignments are learned, players will find themselves up for a good challenge in multiplayer contests.

Despite the control, NBA Shoot Out is the best new basketball game on the floor so far. It outshines NBA Live, its closest counterpart, and makes Jam seem like child's play. Shoot Out is the real thing, not just for b-ball fans, but for sports fans in general. Take this one to the hoop. ■

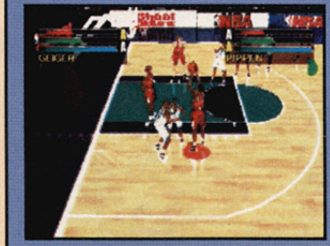
NBA Shoot Out Tips



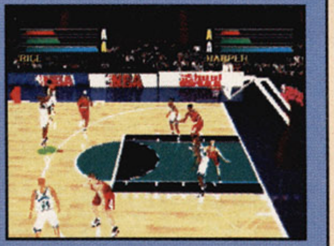
PROTIP: Pass while your player is going up for his shot to psych out the opposition.



PROTIP: Steal from the hand dribbling the ball, not the free hand, or you'll be called for a defensive foul.



PROTIP: Don't always go for the spectacular dunk. Mix up the shots to keep your percentages high.



PROTIP: Once you find your three-point player, stick with him. Try to use him in the clutch, though not for every play.

NBA Shoot Out by Sony

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ
5.0	4.0	4.5	5.0	Adjustable

$60
CD
Available now
Basketball
Multiple views

8 players (with adapter)
Replay value: High
ESRB rating: Kids to Adults

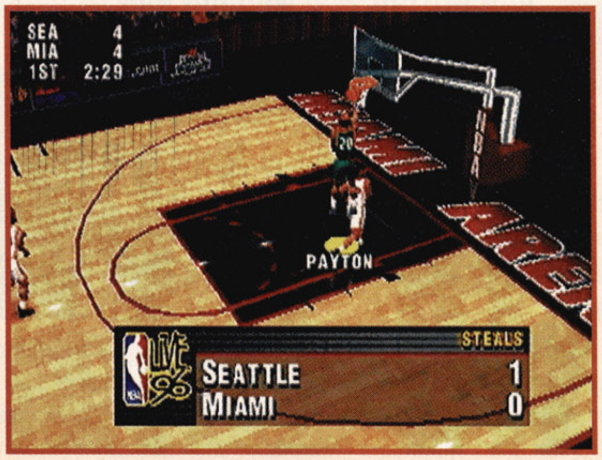
NBA Live's Dominance: A Thing of the Past

NBA Live '96

By Johnny Ballgame

PlayStation

EA Sports comes out shooting with the fast-paced, frantic style that made its five-on-five Live series a bestseller. Unfortunately, sub-standard graphics and missing features strand the PlayStation edition of NBA Live '96 in the arena of mediocrity.



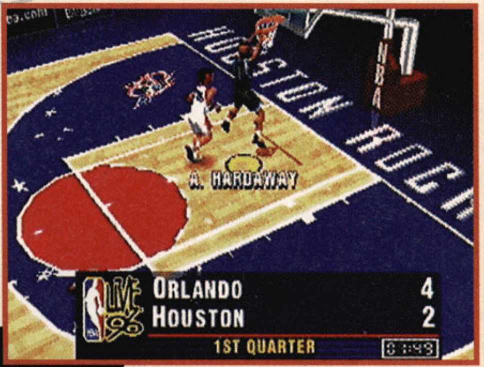
PROTIP: Use picks at the top of the key to go around your man. Then press Turbo and drive toward the basket for a layup.

Rodman for…Three?

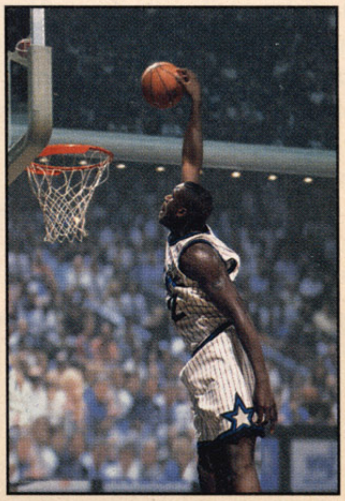
Live '96 does have some good features. All the moves – pushing, alley-oop slams, and cross-over dribbles – are included, along with many play options like Season, Playoff, and Exhibition games. The rosters are updated through January 30, so although Kenny Anderson is already on the Hornets, you'll have to manually trade the likes of Tim Hardaway and Christian Laettner to correct the rosters.

The one Genesis feature that was left out, however, was one of the series' best options: the ability to create a player. Without this option, not only can you not put yourself or your friends in the game, but you can no longer access heroes from hardwood's past, such as Bird, Chamberlain, or Russell. And although all the rookies are on their new respective teams, other players like Magic, Jordan, and Barkley are now missing because of this oversight. Extremely disappointing.

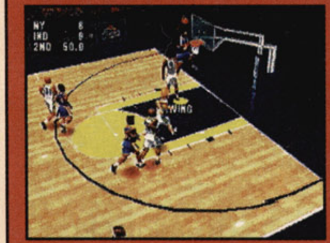
Another major flaw is the way Live's players perform in comparison with their real-life abilities. In one game, Dennis Rodman actually scored 38 points, hit six to seven shots from three-point land, and collected no rebounds. For a sports sim, this is a huge error.



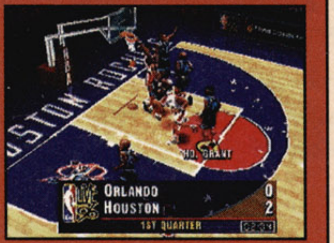
Penny from heaven



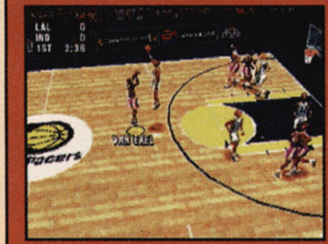
NBA Live '96 Tips



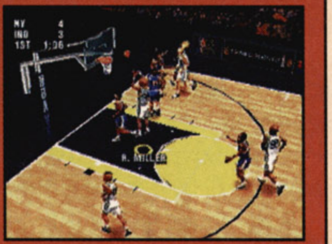
PROTIP: Post your big man up and back in against the defender for a high-percentage shot.



PROTIP: Put-backs and tip-ins account for a lot of scoring. Always follow your shot.



PROTIP: If an outside threat like Van Exel starts to light it up, keep feeding him the ball. When defenders come to double-team him, other players will be left open.



PROTIP: Pass the ball between your two best players. In this case, it's an inside-out game between Smits and Miller, leading to an easy jumper for Reggie.

Air Ball

Hot full-motion video sequences may open the game, but once the whistle blows, cartoony players take charge, playing to a cardboard cutout crowd. The dunks and layups are boring and, by 32-bit standards, outdated. Even worse, the camera jumps around so much you might get motion sickness.

If anything jams in the game, it's the sound. From hip-hop beats to an up-tempo, lively crowd, Live delivers audio amazement.

The Ninth Seed

Live '96 has more depth than In The Zone, but everything that Live can do, NBA Shoot Out does better. Live may play well on its own, but for gamers deciding which b-ball title to buy, it fails to make the cut. ■

NBA Live '96 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
2.5	4.5	4.0	3.5	ADJ Adjustable

$59.95
CD
Available now
Basketball
2 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

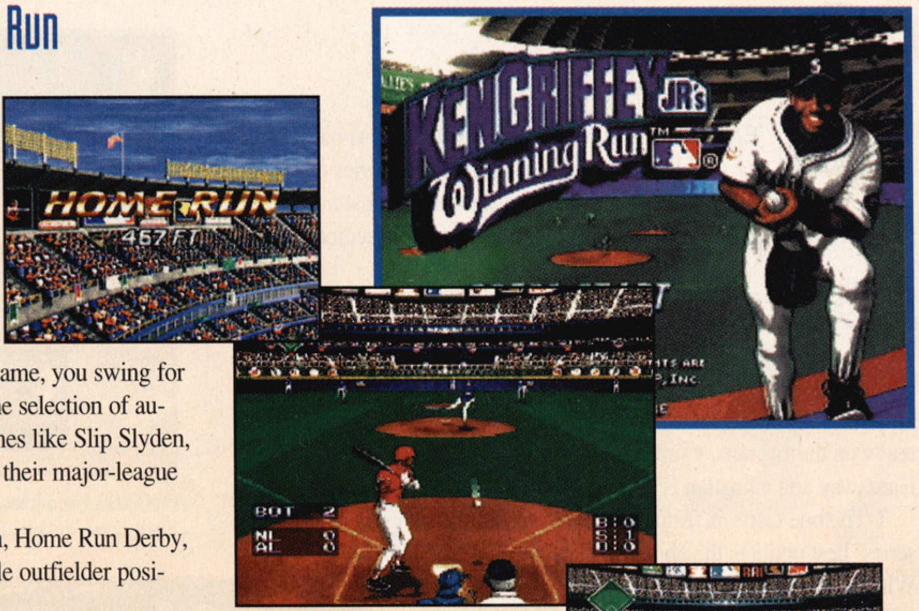
Griffey's Second At-Bat Scores Big on the SNES

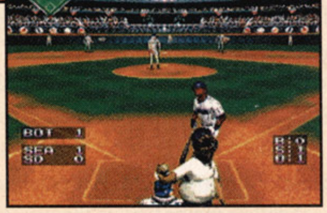
Ken Griffey Jr.'s Winning Run

By Air Hendrix

Super NES

Sports games have never been strong on the SNES, but Nintendo's second round of Griffey baseball knocks that stereotype out of the park. With realistic, action-packed gameplay and superb graphics, Winning Run strolls easily over home plate.





PROTIP: Confuse batters by alternating your pitches between the inside and outside, as well as mixing up the speed.

"The Kid"

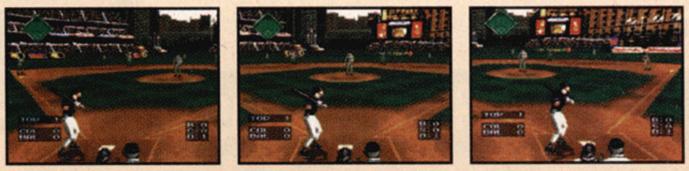
Although Griffey's the only real-life player in the game, you swing for the fences with all the major-league teams and a fine selection of authentic stadiums. The other players sport goofy names like Slip Slyden, but their abilities and appearance are modeled after their major-league counterparts.

Five modes supply standard Exhibition, Season, Home Run Derby, All-Star, and World Series action. Trades, adjustable outfielder positioning, and detailed stats complete the lineup.

Hit the Ball, Meat

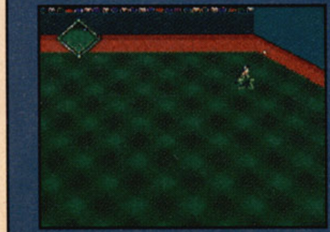
The tight controls respond smoothly at each position. Pitchers can chuck a fastball, curve, change-up, and one special pitch, such as a screwball or slider. You still steer the ball's flight, but you can only minimally affect its path. Likewise, gamers can use the directional pad to pull their swing or intentionally hit a grounder – within the limits of the batter's ability.

These refinements to the controls infuse the action with a realistic, strategic feel that nicely complements Griffey's traditional slamfest gameplay, resulting in a raucous blend of sim-style realism and arcade-style action. Hardcore fans, however, will be annoyed by the game's minor flaws: The third baseman sticks too close to the line, slides can't be controlled, and so on.

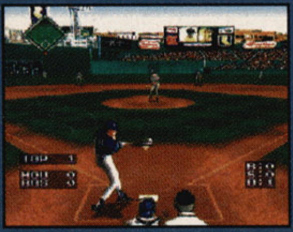


Winning Run's sharp perspective enables the pitcher to check first and third base by smoothly rotating the camera angle in real time.

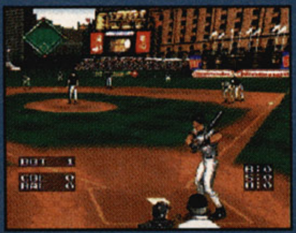
Winning Run Tips



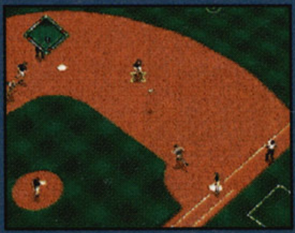
PROTIP: When deep in the outfield, use the super throw to stop runners.



PROTIP: Move fielders after the ball as soon as it leaves the bat.



PROTIP: Lead off as soon as the pitcher begins his wind-up.



PROTIP: To steadily advance runners, drive a grounder or line drive through the gap by gently tapping Up as you swing.

Winning Graphics

Rare, the developer, used the same ACM graphics that helped DKC 2 shine, and the results are just as outstanding. Snazzy sprites and sharply rendered stadiums replace the exaggerated, cartoony look of the first game. Graceful animations, from a hefty swing at the plate to an ump waving safe at first, make for engagingly realistic action.

Spectacular ambient sounds, like a vendor calling "Peanuts!" and catcalls from the crowd, bring the ballpark to life. The ball and bat effects, though cartoony, instantly tell you whether you whiffed or connected solidly.

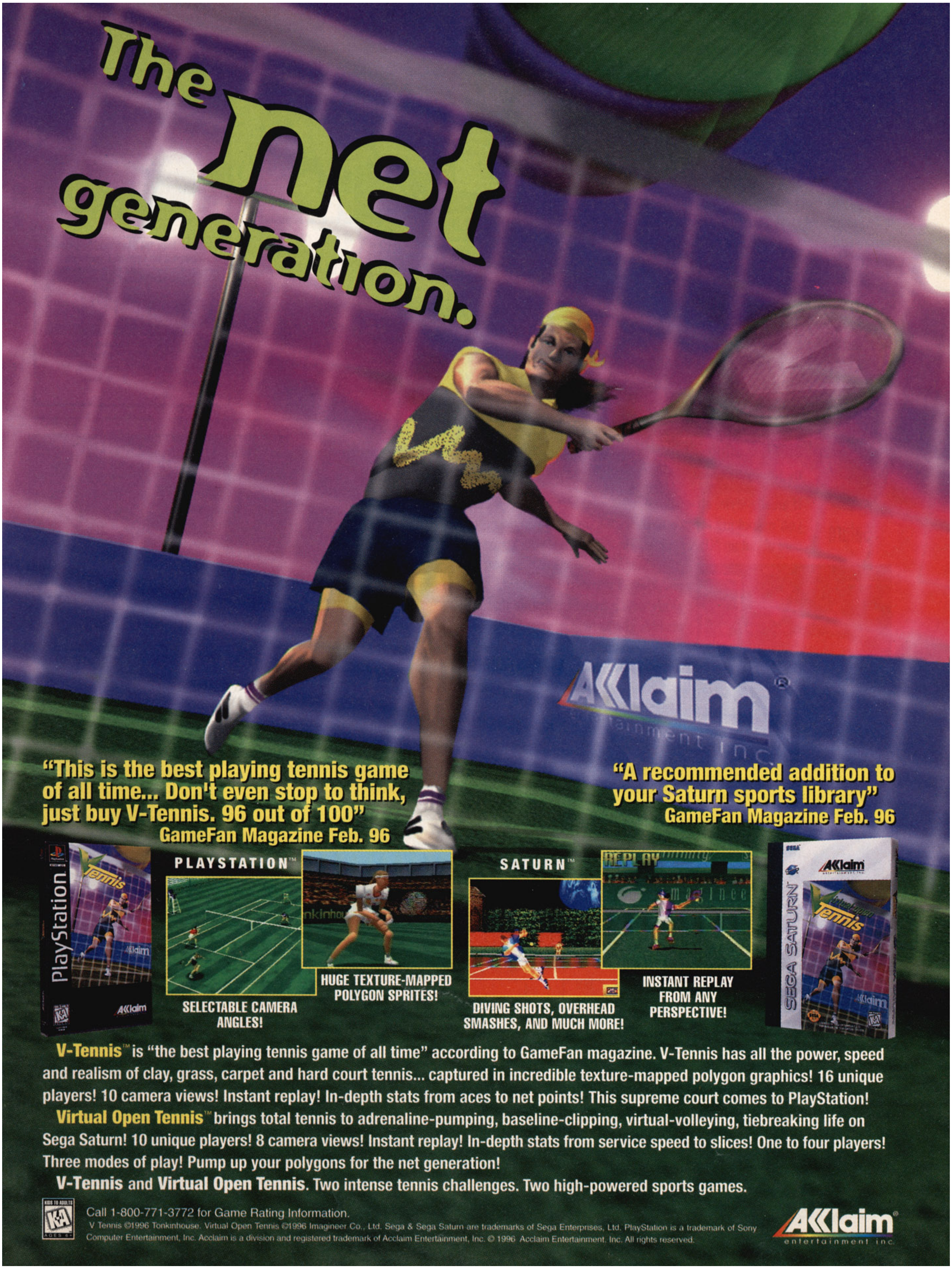
World Series '95 fans will probably stand by their man on the Genesis, but it'll be hard to find SNES baseball that bests Griffey's game. Winning Run's a solid hit for Nintendo. ■

Ken Griffey Jr.'s Winning Run
By Nintendo

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	4.5	4.5	INT Intermediate

$69.95
32 megs
Available June
Baseball
2 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults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GameFan Magazine Feb. 96

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GameFan Magazine Feb. 96

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Slam 'N Jam '96 Starring Magic and Kareem

By Tommy Glide

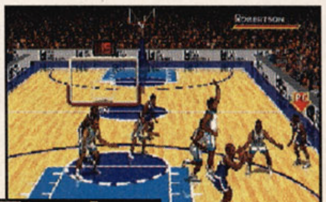
PlayStation

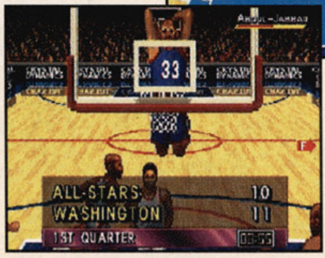
Slam 'N Jam goes PlayStation with some added turbo, but it's essentially the same 3DO game it was last year.

Don't look for sim action here (see the review of NBA Shoot Out); the backboards shatter in this arcade-style game, and strategy takes a bleacher seat to fast breaks and dunks. While this version adds Kareem and Magic, the rest of the NBA is M.I.A. and sorely missed.

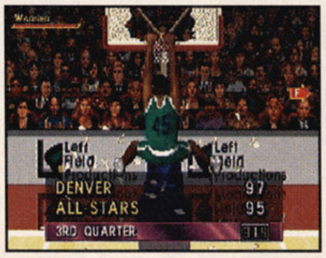
Graphically, Slam's camera scales smoothly, and the 2D sprites are well drawn. You also get Jam'n music, good court effects, and decent commentary from Van Earl Wright.

Slam 'N Jam is fast 'n fun with solid control, but it won't satisfy hardcore sim fans or addicted arcade players. If you want above-average hoops, play here. ■





PROTIP: When learning the game, pick Kareem and Magic's All-Star Team and make sure those two get the ball.



PROTIP: Juke the defense with fake shots by quickly tapping Button ○.

Slam 'N Jam '96 Starring Magic and Kareem by Crystal Dynamics

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.5	4.0	4.0	ADJ Adjustable

$49.95
CD
Available now
Basketball
2 players

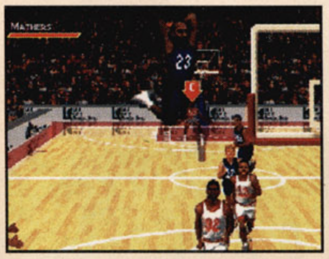
Scaling behind-the-backboard view
ESRB rating: Kids to Adults

Slam 'N Jam '96 Starring Magic and Kareem

By Johnny Ballgame

Saturn

If arcade-style, air-walking, alley-oop acrobatics is what you're looking for in a basketball game and you don't care about an NBA license, Slam 'N Jam's your game.

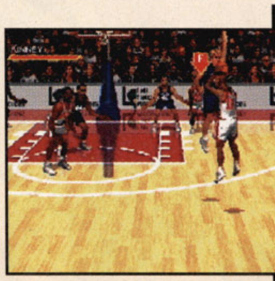


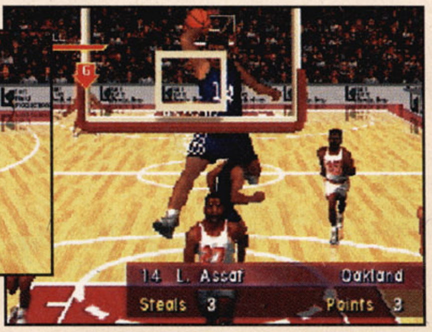
PROTIP: Use your fastest player to bring the ball up the court. Once you've beaten your man, press Turbo to weave in and out of the defense before driving in for a dunk or layup.

Standard options like Season and Playoff games are included, along with a franchise feature that enables you to play as your favorite player the entire game. Fantastic control will have you setting up plays and driving to the basket in no time.

Huge sprites, along with a wild assortment of dunks, bail out the otherwise-cartoony look, while the sound captures all the sneaker squeaks and ball bouncing of an authentic game of hoops.

Slam 'N Jam kareems the competition with its special brand of magic, providing the run-n-gun action Saturn fans dream of. ■





PROTIP: Pass the ball inside to your center, and when the defense collapses, pass the ball back out for an open three.

Slam 'N Jam '96 Starring Magic and Kareem by Crystal Dynamics

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.0	4.5	4.0	ADJ Adjustable

$49.95
CD
Available now
Basketball
2 players

Scaling behind-the-backboard view
ESRB rating: Kids to Adults

HardBall 5

By Johnny Ballgame

PlayStation

If HardBall 5 for the PlayStation is what baseball games have come to, there should be another strike.

How a good Genesis and PC game could fall apart on the PlayStation is beyond comprehension, but somehow it happened. Fielders miss easy grounders, pop flies somehow drop for hits, and the placement of pitches is easy to judge because of the simplistic cursor, making two-player games an unrealistic slugfest.

Grainy graphics and missing frames of animation during dives and jumps make the action frustrating, while the close-ups of players' faces make the players look psycho instead of heroic. Rock versions of stadium PA music are annoying, while Al Michaels is often late on his announcing.

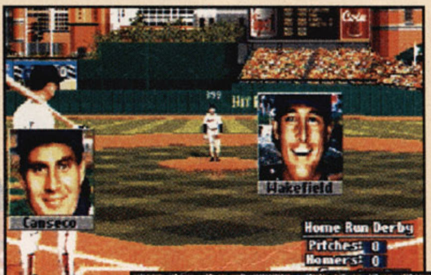
Playing a couple of innings of HardBall will have you singing "Take me out of this ballgame." ■

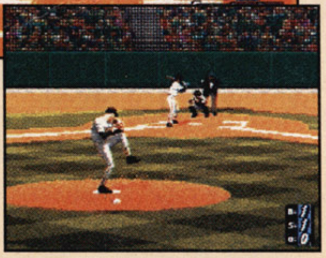
HardBall 5 by Sport Accolade

Graphics	Sound	Control	Fun Factor	Challenge
2.0	3.0	2.5	2.5	ADJ Adjustable

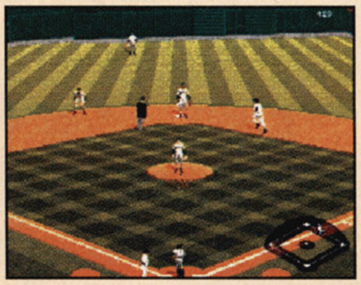
$59.95
CD
Available May
Baseball

2 players
Multiple views
ESRB rating: Kids to Adults





PROTIP: Pitch the ball on the outside corner while changing speeds to keep the batter off balance.



PROTIP: Aggressive base running will often lead to extra bases and runs. Steal whenever possible.

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Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH	W	PRESS	K	BLAST	A	WRECK	D
BREAK	Z	PUNCH	S	SPRAY	C	TURBO	V
STOMP	T	STAND	R	PRESS	E	DREAM	O
CRUSH	I	SCORE	H	SLANT	L	CHASE	P

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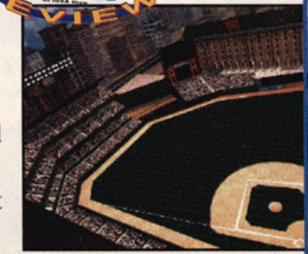
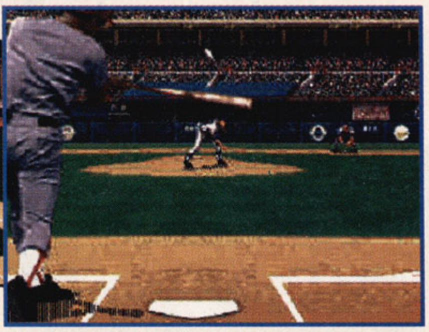
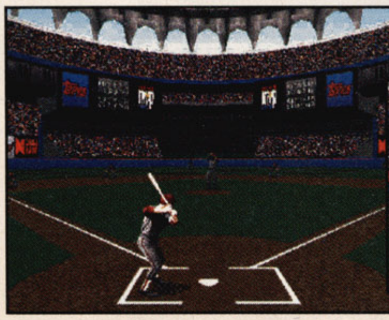
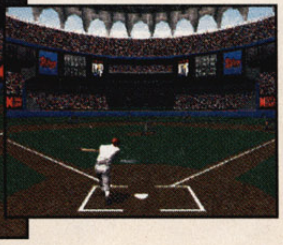
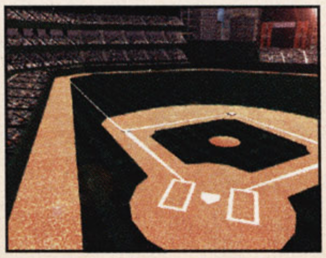
SPORTS INSIDER PREVIEWS

SNEAK E3 PREVIEWS

MVP Baseball '96 PlayStation Saturn

FIRST LOOK

Data East's tackling 32-bit sports with the help of BlueSky Software, the creator of the stellar World Series games. MVP Baseball's fixings include drafts, fantasy leagues, a complete selection of modes, all the major-league players and stadiums, and commentary by the famous Bill King, voice of the Oakland A's. Graphically, MVP showcases the same large, up-close batting view that became World Series' trademark, as well as detailed, ultra-realistic motion-captured animations. Until hands-on gaming time is possible, BlueSky's proven baseball expertise positions MVP as an early favorite.—*Air Hendrix*

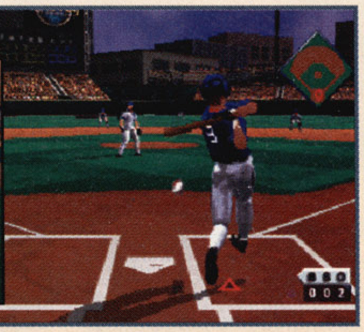






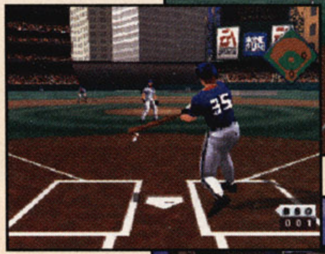
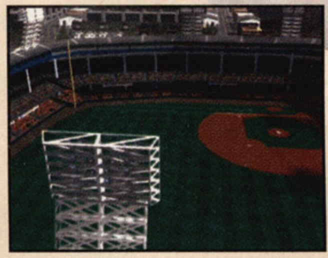
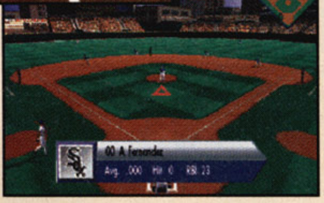
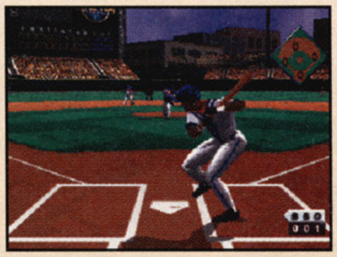
Developed by BlueSky Software
Published by Data East
Available July
70% COMPLETE

Triple Play Baseball '97 PlayStation Genesis PC CD

FIRST LOOK

After a strong showing on the Genesis last year, Triple Play's headed for the PlayStation with all the big-league teams, players, and stadiums. Gamers can also run drafts and create or trade players to set up custom teams. Motion-captured animations are complemented by nifty camera angles that switch to the fielder's perspective to line up on the ball. EA's striving for gameplay that blends slugfest action with a challenging strategic element, so keep your eye on this ball.—*Air Hendrix*



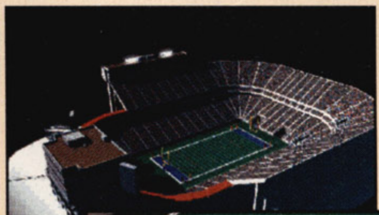
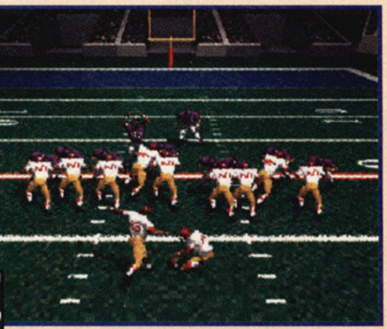
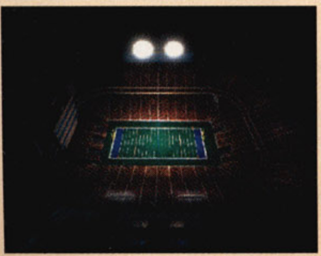
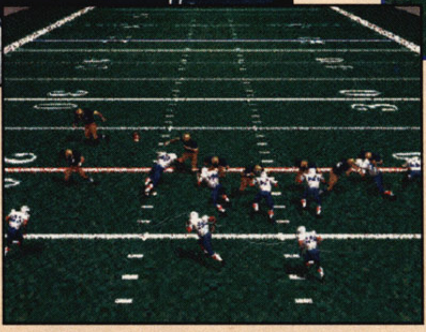





Developed and published
By EA Sports
Available June
80% COMPLETE

MVP College Football '96 PlayStation Saturn

FIRST LOOK

Data East's also taking on college football, and it has all 110 Division I schools on its side. Along with the usual array of modes, MVP College Football sports a unique Season mode that drops you into the role of athletic director, drafting recruits, hiring and firing coaches, and developing your school's play style. An enormous playbook designed by Tom Walsh, 3D stadiums, skills drills, and sharp motion-captured graphics round out this promising prospect.—*Air Hendrix*

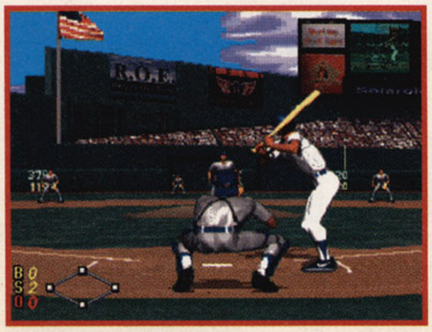





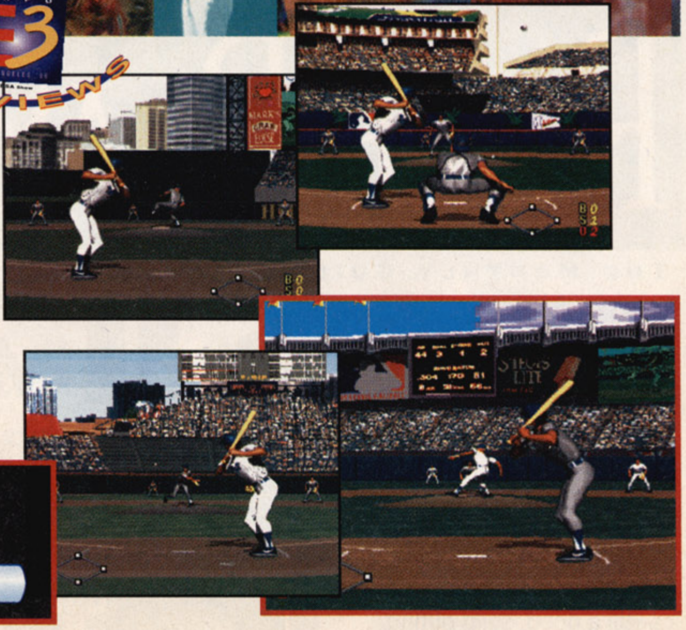
Developed by BlueSky Software
Published by Data East
Available September
50% COMPLETE

SPORTS INSIDER PREVIEWS

MLB Pennant Race **PlayStation**

With three spectacular sports games under its belt, Sony hits the major-league diamond for another crack at glory. Pennant Race delivers authentic players, teams, uniforms, and stadiums backed up by sharp motion-captured graphics and play calling by Jerry Coleman. Strategic infield and outfield positioning, trades, free agents, players that you can create, and eight views round out a full batting order of modes and stats.—*Air Hendrix*



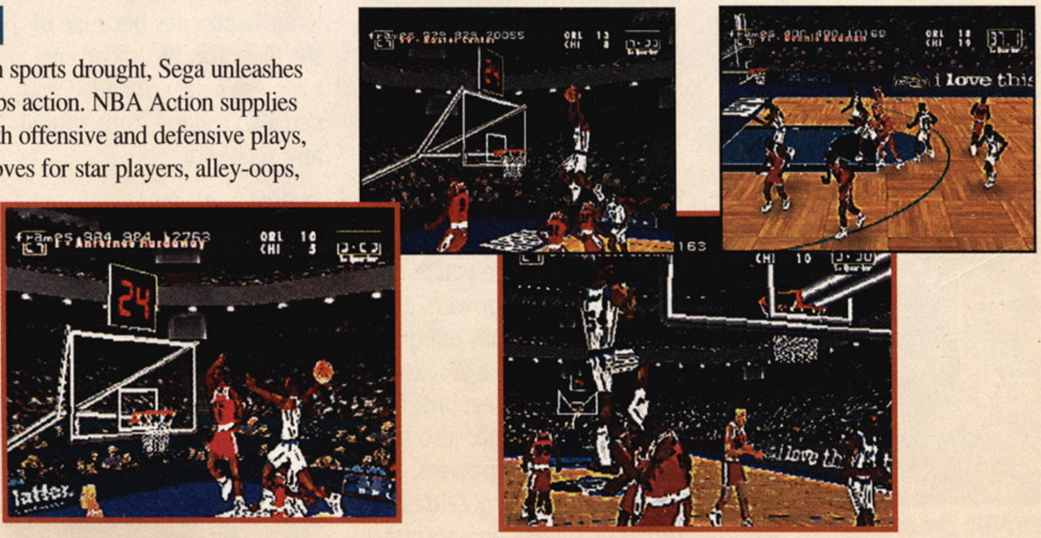


Developed and published By Sony
Available May
70% COMPLETE

NBA Action **Saturn**

Taking aim at the Saturn sports drought, Sega unleashes some much-needed hoops action. NBA Action supplies real-life players and teams replete with offensive and defensive plays, a create-a-player option, signature moves for star players, alley-oops, tomahawk jams, and no-look, behind-the-back, and touch passes. Commentary by Marv Albert and snazzy camera angles keep you in the game.—*Air Hendrix*

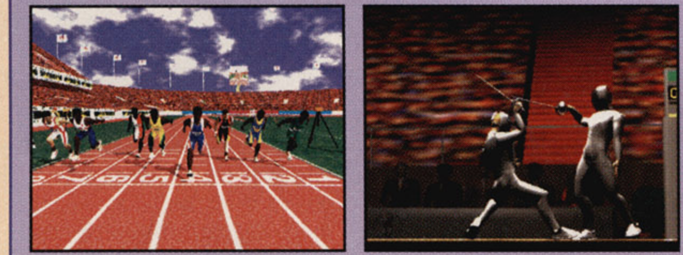
Developed by Gray Matter
Published by Sega Sports
Available June
60% COMPLETE



Other Hot E3 Sports Games

Beyond what we've shown you above, the Electronic Entertainment Expo (E3) will showcase these other unreleased sports games. No pictures were available at press time because most of the games aren't due out for months.

Of particular interest, EA Sports is working on a top-secret stock-car racer, Penske Racing, starring Roger himself along with other pro drivers. Sega's warming up a World Series sequel for the Saturn, and Tecmo junkies will be delighted to learn that Tecmo Super Bowl is going 32-bit.—*Air Hendrix*



U.S. Gold's entering the fray with a line of 32-bit Olympic titles.

3-Decathlon (Virgin Interactive Entertainment): PlayStation, Saturn, M2
3D Baseball (Crystal Dynamics): PlayStation, Saturn
Aaron vs Ruth: All-Time Superstars (Mindscape): PlayStation, PC
ABC's College Football (OverTime Sports): PlayStation, PC
ABC's Monday Night Football (OverTime Sports): PlayStation, PC
Adidas Power Soccer (Psygnosis): PlayStation
Dream 18: Golf the World (Mindscape): PlayStation, PC
FIFA '96 (EA Sports): Nintendo 64, Genesis
Football '96 (Sport Accolade): PlayStation
Formula One World Championship (Psygnosis): PlayStation
Jack Nicklaus Golden Bear Edition (Sport Accolade): PlayStation, Saturn
Madden '97 (EA Sports): PlayStation, Saturn, Genesis, PC
Major League Soccer (BMG Interactive): PlayStation, Saturn, PC
NCAA Final Four Basketball '97 (Mindscape): PlayStation, PC
NCAA Football: Saturday Showdown (Mindscape): PlayStation, PC
NHL '97 (EA Sports): PlayStation, Saturn, Genesis, PC
NHL Powerplay '96 (Virgin Interactive Entertainment): PlayStation, Saturn
Olympic Basketball (U.S. Gold & Panasonic): PlayStation, Saturn, 3DO
Olympic Soccer (U.S. Gold & Panasonic): PlayStation, Saturn, 3DO
Olympic Summer Games (U.S. Gold & Panasonic): PlayStation, Saturn, 3DO
Penske Racing (EA Sports): PlayStation, Saturn, PC
Tecmo Super Bowl (Tecmo): PlayStation, Saturn
Tecmo World Golf (Tecmo): PlayStation
The Show (Virgin Interactive Entertainment): PlayStation, Saturn
VR Baseball (VR Sports): PlayStation, Saturn, PC
VR Golf (VR Sports): PlayStation, Saturn, PC
World Series Baseball 2 (Sega Sports): Saturn

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • JUNE '96

SUPER NES

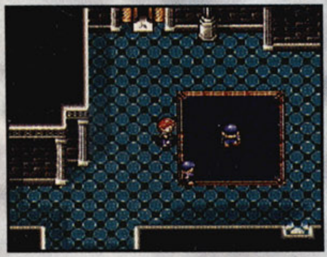
Lufia II: Rise of the Sinistrals

By Sir Scary Larry

Lufia II: Rise of the Sinistrals is coming to a SNES near you, and although it pales somewhat next to Super Mario RPG, it's still a good, solid outing.

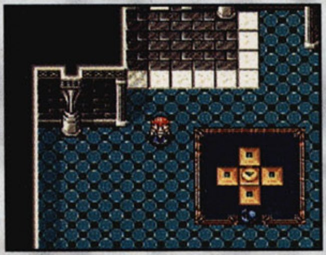
Maxim Overdrive

Maxim is back fighting monsters again. You still basically build up your levels through combat, but now you can purchase spells, and any party member can equip them (except Guy). And although you buy different, more powerful weapons in every shop you happen upon, sometimes arming yourself with the most powerful weapon isn't always to your advantage.



PROTIP: The guard is sitting on the switch.

The reason? Certain weapons contain an IP power, which allows you to attack enemies (usually bosses) with a huge hit, providing your IP meter is charged (your IP meter is charged every time you're hit during battle). IP powers are specific to a certain enemy (some enemies are weaker against thunder weapons, for example), and armor also has certain healing IP powers.



PROTIP: You must trigger the switch by entering at the lower bottom of the carpet (where the enemy is sitting). If you accidentally trigger it, walk back to the white blocks and try again.

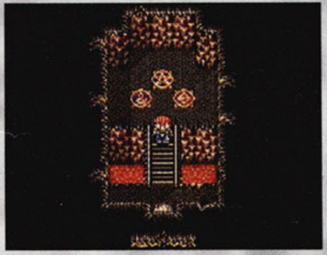
Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	4.0	4.0	INT Intermediate

Lufia II: Rise of the Sinistrals
By Natsume

Price not available
20 megs
Available June
RPG
1 player

Multiple views
Multiscrolling
Replay value: High
ESRB rating: Kids to Adults

In an interesting Zelda-like turn, Lufia II has an enormous amount of puzzles. Triggering switches, detonating bombs, and piecing together bridges are all part of the joy of this game. And borrowing the Espers ideology from Final Fantasy III, Lufia II also utilizes Capsule Monsters – monsters that help you in your quest.

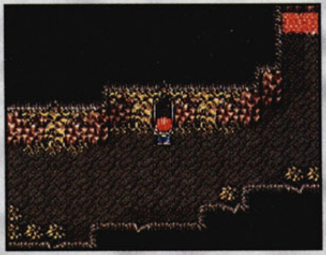


PROTIP: When you find recharge areas, go back outside the room and continually fight enemies to build up your levels.

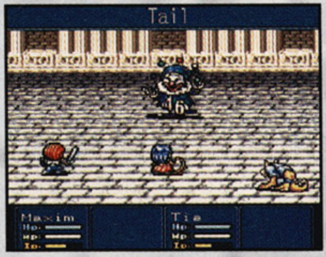
The control is menu based, and fans of Shining Force will immediately recognize the cross-shaped battle menu. Equipping your fighters is a lengthy process because of the IP factor, but most enemies are easily done in. You can also escape from almost any scenario.

Sinis-stroller

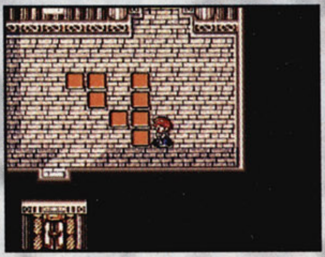
The graphics are not the best for RPGs. Nowhere near the quality of the last great RPG (Super Mario) or the one before it (Chrono Trigger), Lufia definitely falls in the Zelda category here as well. Even the spells are pretty tame, and they borrow heavily from Chrono Trigger.



PROTIP: You can also hack away the vines on the walls to seek out hidden entrances.



PROTIP: When fighting the bosses, make sure your IP meter is full. To charge it, fight smaller enemies before you take on the boss.

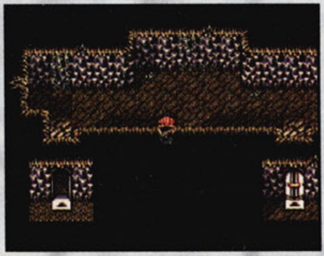


PROTIP: Here's the quick-fix answer to the puzzle in the castle: Look carefully.

The sounds are efficient, but not memorable. Sword swinging, standard enemy sounds, and tepid battle music all chip in, but nothing stands out. You need to pay attention to the sounds to help solve some puzzles though, so don't put on the headphones at the get-go.

Quest for Hire

Lufia II won't make you leap for joy, but it's an interesting diversion. Finished playing Super Mario RPG? Play Lufia II until something better comes along. Although forgettable, it's not regrettable. G



PROTIP: Look for suspicious cracks in the wall (like this one in the Alunze Cave), which are hidden hallways.

Nintendo

1942	$5	Milons Sec Castle	$5
1943	6	Mission Imp	5
Adv Byu Billy	5	Monopoly	15
Adv Island	12	NARC	5
Anticipation	5	Ninja Gaiden	5
Astyanax	5	Ninja Gaiden 2	5
Back Futr	5	Operation Wolf	5
Bad Dudes	5	Pac-Man	28
Baseball	5	Paperboy	9
Baseball Smltr	6	Pinball	8
Baseball Stars	9	Platoon	5
Bases Loaded	5	Play Act Ftbl	5
Bases Loaded 2	5	POW	5
Bases Loaded 3	8	Pro Am Racing	5
Batman	5	Pro Wrestling	5
Battletoads	7	Punch Out	5
Bionic Commando	5	Rad Racer	5
Blades Steel	6	Rad Racer 2	12
Blaster Master	5	Rambo	5
Boy & His Blob	5	Rampage	5
Bubble Bobble	12	RBI Basbl	5
Burgertime	7	Renegade	5
Capt Skyhawk	5	Rescue Emb Mis	5
Castlevania	5	Rescue Rangers	6
Castlevania 2	5	Robo Cop	5
Castlevania 3	5	Roger Clemens Bsbl	5
Cobra Triangle	5	Roger Rabbit	5
Commando	5	Rush N Attack	5
Contra	5	Rygar	5
Deadly Towers	5	Section Z	5
Dick Tracy	5	Shadowgate	5
Donkey Kong Cls	25	Silent Service	5
Double Dragon	5	Simpsons-B vs SM	6
Double Dragon 2	5	Simpsons-B vs Wrld	7
Double Dribble	5	Skate Or Die 1	5
Dr Mario	7	Sky Shark	5
Dragon Warr	5	Snake Rattle	5
Duck Tales	6	Snakes Revenge	5
Excitebike	5	Solar Jetman	5
Faxanadu	5	Solstice	5
Fester's Quest	5	Spy Hunter	5
Final Fantasy	8	Star Voyager	5
Friday 13th	5	Strider	5
Gauntlet	5	Supr Contra	5
Gauntlet 2	5	Supr Glove Ball	5
Ghost Bstrs	5	Supr Mario 2	5
Ghosts & Gblns	5	Supr Mario 3	6
Goal	5	Supr Off Road	6
Golf	5	Supr Spk Vlybl	5
Golgo 13	5	Supr Spk WC Socr	5
Goonies 2	5	Tag Tm Wrest	5
Gotcha	5	Tecmo Baseball	5
Gradius	5	Tecmo Bowl	6
Guardian Lgnd	5	Tecmo Bowl 2	13
Hogans Alley	5	Tecmo Wrld Wrst	5
Hoops	5	Tennis	5
Ice Hockey	5	Tetris	12
Ikari Warriors	5	Tiger Heli	5
Iron Sword	5	Time Lord	5
Jackal	5	TMNT	2
Jaws	5	TMNT 2	5
John E Qback	5	TMNT 3	9
Jordan vs Bird	5	To The Earth	5
Karate Champ	5	Top Gun	5
Karate Kid	5	Top Gun 2	5
Karnov	5	Total Recall	5
Kid Icarus	5	Town & Country	5
Knight Rider	5	Track & Field	5
Kung Fu	5	Track & Field 2	5
Legacy Of Wiz	5	Trojan	5
Legend Of Kage	5	Ultima 1 Exodus	5
Life Force	5	Wheel Fortune	15
Litl Nemo Dream	5	Willow	5
Mach Rider	5	Winter Games	5
Magic Johnson	5	Wizrds & Warriors	5
Major Lg Bsbl	5	World Cl Trk	5
Maniac Mansion	7	Wrath Blk Mnta	5
Marble Madns	5	Wrestlemania	5
Mega Man 2	9	WWF Challenge	5
Mega Man 3	13	Zelda	5
Metal Gear	5	Zelda 2	6
Metroid	5		
Mickey Mouse	7	Nintendo Deck	18

SNES

7th Saga	$39	NBA Live 96	$65
Act Raiser	9	NBA Showdown	13
Ahhh Real Monsters	39	NCAA Bsktbl	13
Aladdin	29	NFL QB Club	19
Alien 3	25	NHL Hockey 95	25
Aliens/Predator	19	NHL Hockey 96	59
Bassins Black Bass	39	NHL Stanley Cup	13
Batman Returns	19	Ogre Battle	59
Battltds/Dbl Dragn	18	Out Of This Wrld	13
Beavis & Butthead	38	Paladdin's Quest	32
Big Hurt Bsbl	39	Paperboy 2	29
Boxing Legends	25	PGA Tour Golf	45
Brain Lord	38	PGA Tour Golf 96*	65
Breath of Fire	38	Pilot Wings	15
Breath of Fire 2	65	Pitfall Harry	28
Bubsy	39	Pitfighter	13
Bubsy 2	55	Populous	6
Bulls vs Blazers	13	Power Rangers	29
Capt America	13	Primal Rage	38
Castlevania 4	13	Ren & Stimpy Vdts	25
Champ Pool	35	Robo Trek	45
Chrono Trigger	65	Samurai Shodown	28
Clayfighters	18	Secret Of Evermore	49
College Slam	38	Secret Of Mana	45
Contra 3	29	Shadowrun	25
Cutthroat Island	39	Shaq Fu	13
Daffy Duck	25	Sim City	49
Death Valley Rly	13	Simpsons B Ntmr	13
Desert Strike	29	Slam Masters	19
Donkey Kong Cty	39	Soulblazer	39
Donkey Kong Cty2	65	Spawn	29
Doom	48	Spiderman/X-Men	15
Drakkhen	12	Star Fox	13
Earth Bound	45	Star Trek Nxt Gen	28
Earthworm Jim	39	Star Wars	18
ESPN Baseball	15	Street Ftr 2	13
Eye Of Beholder	13	Stunt Race FX	22
F Zero	13	Supr Bases Lded	13
FIFA Soccer	18	Supr Battletank 2	35
Final Fantasy 2	39	Supr Black Bass	65
Final Fantasy 3	55	Supr Caesar's	55
Final Fantasy MQ	13	Supr Empire Strks	18
Final Fight	13	Supr M Allstr & Wld	38
Flashback	19	Supr Mario Wrld	7
Genghis Khan 2	45	Supr Metroid	19
Gradius 3	13	Supr Mr All Stars	25
Griffeys Bsbl	28	Supr Off Road	25
Head-On Soccer	29	Supr Play Act Fb	13
Home Alone	13	Supr Punch Out	25
Illusion of Gaia	25	Supr Return Jedi	38
Indy Jones Adv	28	Supr Solitaire	55
Joe & Mac	19	Supr Strt Ftr 2	25
John Madn 93	13	Supr Tennis	13
John Madn 94	13	Tecmo Secret-Stars	29
John Madn 95	19	Tecmo Super Bowl	15
John Madn 96	39	Tecmo Super NBA	13
Judge Dredd	28	Tetris 2	49
Jurassic Park	25	Tetris/Dr Mario	39
Justice League	38	Tiny Toons Buster	18
Killer Instinct	45	TMNT 4	18
Lemmings	29	TMNT Trnmnt Ftrs	18
Lethal Enfrcr	29	TNN Bass Trnmnt	49
Lethal Enfrcr 2	22	Top Gear	28
Lion King	38	Top Gear 2	45
Lufia	35	Total Carnage	13
Magical Quest	25	Toy Story	65
Mario Is Missing	19	UN Squadron	13
Mario Kart	45	Uniracers	28
Maximum Carnage	22	Vegas Stakes	39
Mech Warrior	22	Wing Commander	13
Mega Man X	22	Wolfenstein 3D	45
Mega Man X2	49	Wolverine	15
Mickey Mania	39	Wrestlemania	13
MLBPA Bsbl	18	WWF Raw	39
Monopoly	69	WWF Royal Rumble	25
Mortal Kombat	19	X-Men	28
Mortal Kombat 2	29	Y's 3	13
Mortal Kombat 3	49	Yoshis Island	45
NBA Allstars	13	Zelda 3	19
NBA Give & Go	39	Zombies Ate Nghbr	13
NBA Jam	19	Zoop	25
NBA Jam-Tourn	38		
NBA Live 95	35	Super NES Deck	79

SEGA

After Burner 2	$28	NBA Showdown	$13
Ahhh Real Monsters	45	NFL QB Club	15
Aladdin	29	NHL Hockey 95	25
Alien 3	25	NHL Hockey 96	55
Altered Beast	5	NHLPA 93	8
Bass Masters	38	PGA Euro Tour	39
Batman Forever	45	PGA Tour Golf	28
Batman Returns	19	PGA Tour Golf 2	38
Battle Tech	35	PGA Tour Golf 3	55
Beavis & Butthead	25	PGA Tour Golf 96	59
Big Hurt Bsbl	45	Phantasy Star 2	35
Bill Walsh Ftbl 95	13	Phantasy Star 3	25
Boogerman	39	Pitfall	35
Boxing Legends	19	Pitfighter	12
Bubsy	38	Power Rangers	28
Bulls vs Blazers	6	Primal Rage	49
Bulls vs Lakers	5	Prime Time NFL	29
Capt America	18	Quackshot	18
Chakan	8	RBI Basbl 3	9
Champ Bowling	49	Ren & Stimpy	19
Cliffhanger	18	Revenge Shnobi	9
Clue	49	Revolution X	35
Coach K Bsktbl	39	Risk	55
College Fb	12	Road Rash	35
College Fb 2	25	Road Rash 2	39
College Ftbl USA 96	35	Road Rash 3	49
College Slam	45	Rocket Knight Adv	13
Columns	35	Samurai Shodown	35
Comix Zone	45	Sesame St Cntng Cafe	
Contra Hard Corps	35		35
Cool Spot	25	Shadow Dancer	9
Crystal Pony Tales	39	Shadowrun	35
Cutthroat Island	35	Shaq Fu	11
Cyborg Just	12	Shining Drkns	15
Desert Strike	28	Shining Force	38
Earthworm Jim	49	Shinobi 3	18
Ecco The Dolphin	19	Sonic & Knuckles	28
Eternal Chmpns	15	Sonic Hdghog	8
Evander Hlyfld	12	Sonic Hdghog 2	9
F 22 Intercptr	18	Sonic Hdghog 3	35
Family Feud	49	Spiderman	18
FIFA Soccer	13	Spiderman/X-Men	18
FIFA Soccer 95	28	Sports Tlk Bsbl	8
Flashback	13	Star Flight	19
Garfield	35	Star Trek Nxt Gen	22
General Chaos	25	Streets Rage	12
Ghouls Ghosts	12	Streets Rage 2	25
Golden Axe 2	19	Supr Monaco GP	12
Golf	9	Supr Strt Ftr 2	25
Greatest Hvywts	28	Sword Vermlion	11
Gunstar Heroes	19	Tazmania	18
Hard Drivin'	18	Team USA Bsktbl	7
Hardball 94	18	Tecmo Super Bowl	13
Jeopardy Dlx	38	Tecmo Super Bowl 3	45
John Madn 95	15	Terminator 2-Arcd	13
John Madn 96	38	Tiny Toons	29
Judge Dredd	25	TMNT Hyperstone	28
Jungle Strike	35	TMNT Tourn Ftrs	15
Jurassic Park	18	TNN Bass Trnmnt	38
Kid Chameleon	18	Toe Jam & Earl	35
King Salmon	28	Toe Jam & Earl 2	25
Land Stalker	25	Tony La Russa	7
Lethal Enfrcr	28	Tony La Russa 95	13
Lethal Enfrcr-2	38	Toy Story*	55
Liberty or Death	35	Triple Play 96	45
Lion King	35	Uncharted Wtrs NH	29
Mario Lemieux	9	Urban Strike	39
Maximum Carnage	28	Vector Man	45
Menacer Game	2	Virtua Racing	38
Michl Jksn Mwk	12	Warriors Etrnl Sun	35
Mickey Ms Cstl	28	Winter Olympics	19
Might & Magic	28	World Series 95	35
MLBPA Bsbl	15	World Series Bsbl	15
MN Fats Pool Legnd	29	WWF Raw	38
Mortal Kombat	18	WWF Royal Rumble	28
Mortal Kombat 2	35	WWF Sup Wrstmnia	18
Mortal Kombat 3	55	X-Men	15
Ms Pac-Man	35	X-Men 2	39
NBA Allstar Chlg	9	Zero Tolerance	35
NBA Jam	19	Zombies Ate Nghbr	25
NBA Jam-Tourn	35	Zoop	29
NBA Live 95	29		
NBA Live 96	65	Sega Genesis Deck	55

PlayStation

Agile Warrior-F111	$39	Lemmings 3D	$29
Air Combat	35	Loaded	45
Alien Trilogy*	45	Magic Carpet*	45
Assault Rigs	45	MLBPA Bsbl*	38
Bases Load 96-DH	35	MN Fats Pool Lgnd*	49
Battle Arena Tsh	39	Mortal Kombat 3	39
Big Hurt Baseball	49	Myst*	49
Blazing Dragons*	45	NBA In The Zone	49
Braindead 13	45	NBA Jam-Tourn	38
Casper*	49	NFL Game Day	49
Chessmaster 3D	45	NHL Faceoff	55
Chronicls O Sword*	45	Novastorm	25
College Slam*	49	Offworld Extreme	29
Creature Shock	49	Panzer General	39
Criticom	35	PGA Tour Golf 96	45
Cyber Speed	29	Philosoma	39
Cyberia*	45	Power Serve Tennis	29
Cybersled	28	Primal Rage	38
D*	49	Raiden	29
Dark Legend*	49	Rayman	39
Dark Sun*	45	Resident Evil*	49
Darkstalkers*	49	Revolution X	38
Deadly Skies*	49	Ridge Racer	39
Defcon 5	29	Road Rash	49
Descent*	49	Shck Wave Assault	38
Destruction Derby	45	Space Griffin	38
Discworld	39	Street Fighter-Alpha	49
Doom	49	Street Ftr-Movie	29
Dragon's Lair 2	49	Tekken	45
Endorfun*	49	Theme Park	39
ESPN Extrm Gmes	39	Thunderstrike 2	49
Extreme Pinball*	49	Total Eclipse	19
Fade To Black*	45	Twisted Metal	55
FIFA Soccer 96	45	Viewpoint	25
Fox Hunt*	49	War Hawk	45
GEX	49	Wing Commander 3*	49
Goal Storm	39	Wipeout	45
Hardball 5*	49	World Cup Golf-Pro	45
Hi-Octane	38	WWF Wrstmna-Arcd	39
Hive*	45	X-Com-Enmy Unkn	45
Johny Bazookatne*	39	X-Com-UFO Defnse	49
Jumping Flash	45	Zero Divide	39
Kileak-DNA Impert	18	Zoop	39
Kings Field	49		
Krazy Ivan	45	Playstation Deck	279

Gameboy

Play Act Ftbl	$7	Tetris Blast	$18
Solar Striker	7	Toy Story*	18
Radar Mission	8	Yoshis Cookie	18
Skate Or Die 1-B&R	8	Batman	19
Tennis	8	Chase HQ	19
TMNT 1 FFC	8	Mortal Kombat	19
Operation C	9	Simpsons-Escape	19
Tecmo Bowl	9	Top Gun	19
Baseball	9	Yoshi	19
Bases Loaded	9	Zelda Link	19
Battle Unt Zth	9	Jurassic Park	22
Bo Jackson	9	Supr Return Jedi	22
Castlevania Adv	9	Cutthroat Island	24
F 1 Racer	9	Final Fant Leg	24
Kwirk	9	Star Wars	24
Motor Cross Mniac	9	Zoop	24
Nemesis	9	Kirbys Drmlnd	25
NFL	9	Mega Man 1	25
Qix	9	Supr Mario Lnd 2	25
Revenge Of Gator	9	Aladdin	27
WWF Superstars	12	Kirbys Pinball	27
Alleyway	13	Asteroids/Msl Cmnd	28
Castlevania 2	13	Defender/Joust	28
Fist Of N Star	13	Mario Picross	28
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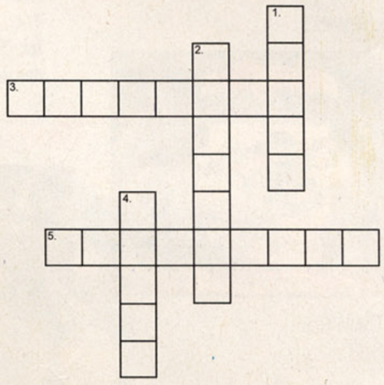

ACROSS

3. In Bart's Nightmare Bart loses his __________.
5. Resident Evil heroine. Jill __________

DOWN

1. Hot new PC game. Duke __________
2. Rob Lowe stars in __________.
4. Gex's favorite delicacy.

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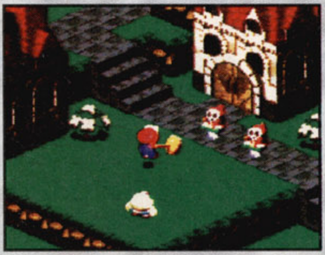
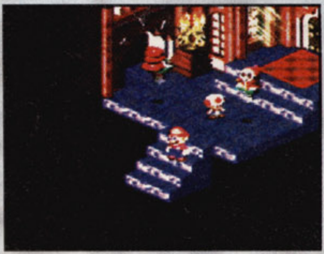
SUPER MARIO RPG

We're back with some more tips for Super Mario RPG! This month, Role-Player's Realm takes you into the sewers and around Rose Town for more Mario-style RPG action.

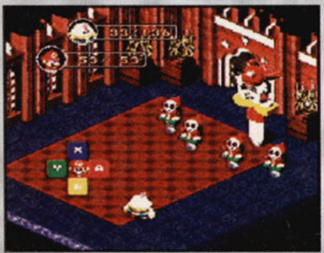
By Scary Larry



Shyguys have taken over the Mushroom Kingdom! When you return after fighting Croc, you find that the town has been overrun. To fight the Shyguys, use the hammer and Mallow's lightning attack. Mallow has little effect on them with his bare hands.

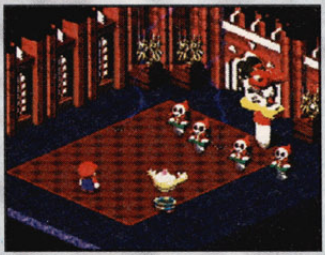


You can also go back to the vault in the palace and load on the items in the chests.

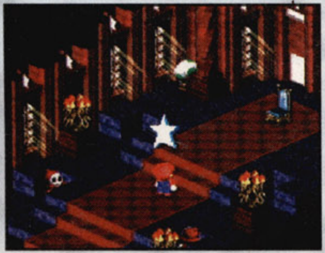


From the palace vault, go to the main chamber for the showdown with Mack the Knife.

Mack the Knife

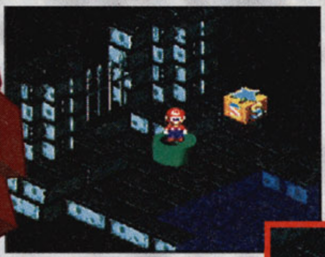


Mack's one tough customer. Nail him with Mario's fireball, then attack the Shyguys with Mallow's thunderbolt. Don't worry when Mack takes off. He'll be back on the next turn.

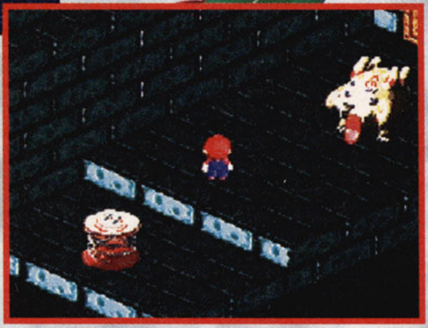


You now have the game's first star! Take it and head to the Kero Sewers.

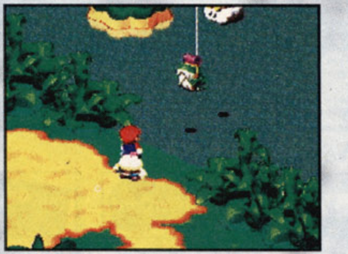
Kero Sewers



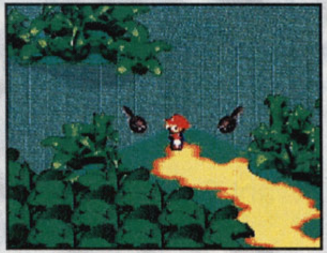
The first thing you need to do in Kero Sewers is save your game. Then find the button with the large green exclamation point to drain the sewers.



The button is on the way to the boss, Belome. Beware, his mouth will eat Mallow, and it won't spit him out until halfway through the battle. Use Mario's super jump and Mallow's thunderbolt attack when possible, and with some patience, you'll have him down. Keep plenty of pure water, honey syrup, and mushrooms handy.



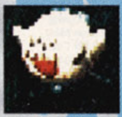
Now head into the next section and seek out Frogfucius! This wise and warty guru has advice for your journey, and some interesting things to say about Mallow.



After leaving Frogfucius, go to the left and visit the Alto Juice Bar and Frog Coin Emporium.

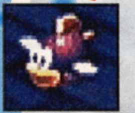
Sweet 'n' Sewer

Big Boo



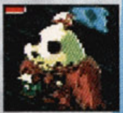
Pure water does the trick.

Goby



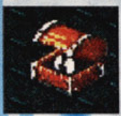
Regular hits – don't waste Flower Power.

Hobgoblin



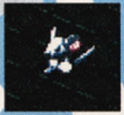
Pure water takes him out.

Pandorite



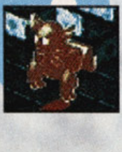
There's only one, and it's tough. Use regular hits only.

Rat Funk



Mallow's thunder should do these guys in.

Shadow



Pure water

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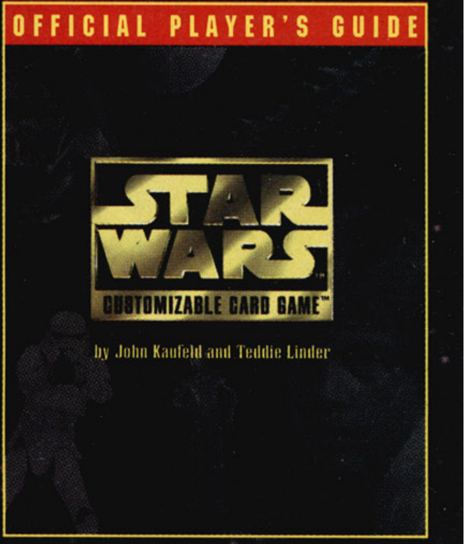

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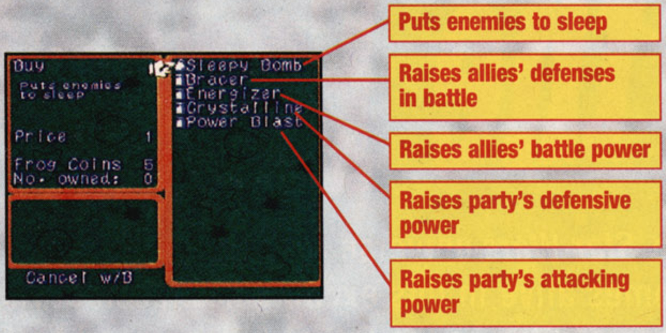
Frog Coin Emporium



Puts enemies to sleep

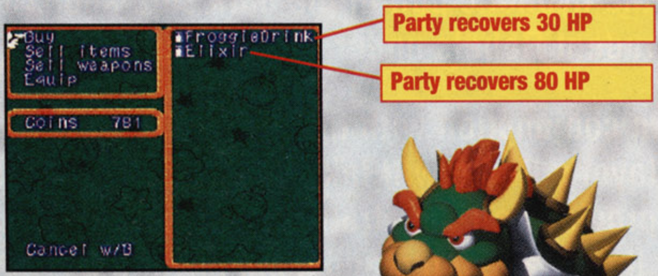
Raises allies' defenses in battle

Raises allies' battle power

Raises party's defensive power

Raises party's attacking power

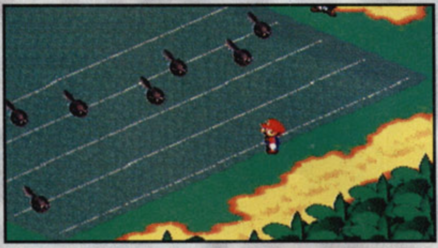
Frog Alto Juice Bar



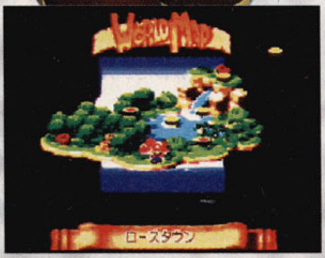
Party recovers 30 HP

Party recovers 80 HP

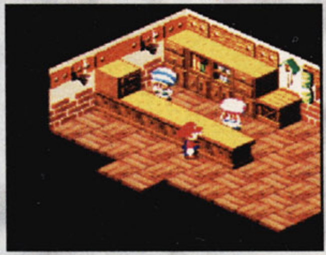
Toadofsky



It's too difficult to explain musical scales, and how they relate to Toadofsky, so here's the solution.



Now it's off to Rose Way, then Rose Town!

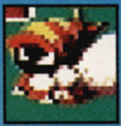


In Rose Town, stop off at the shop and get Mario some new clothes (Mallow, too!). Also equip yourself with the True Form Pin, which prevents you from being turned into a scarecrow or a mushroom. Grab the Wake Up Pin for Mallow so he won't fall asleep during Mute or Sleep spells.

That's all for this month! Next month, we'll see a magical doll named Geno, an enemy named Bowyer, and the moles of the Village People! Er, no, the Village of the Mole People! Stay tuned!

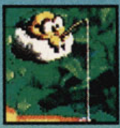
Enemies Around Rose Town

Crooks



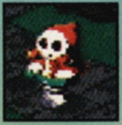
These little thieves start off with a massive 10- to 15-point hit! Hit them back with Mallow's thunder and a few whacks from Mario's hammer.

Lakita



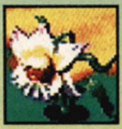
Lakita's just a cart for bad guys.

Shyster



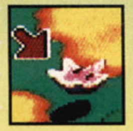
These tough little guys also know some magic spells. Knock them out with regular hits.

Snapdragons



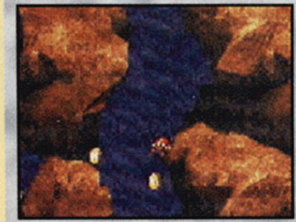
Snapdragons go down with a few hits.

Starslaps

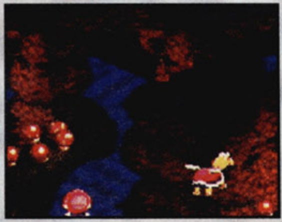


Use Mallow's thunder and Mario's jump to do in these little wiseguys.

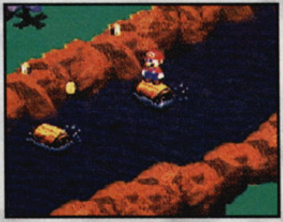
The River Runs Wild



After defeating Belome, hit the switch and you'll find yourself in the Midas River. Swim toward the coins (the green coins are the most important), and if you see a cave, swim toward it.



The caves aren't just a "Small World" ride through the Mushroom Kingdom. You can find power-ups here if you choose the right path.



You'll be deposited into the Barrel Jump section after the Midas River. Time the jumps on the barrels carefully and you'll score tons of coins. Jump well ahead of time when you see other barrels, or you'll change course.

Correction: A typo crept into our Devil Summoner preview in last month's "Role-Player's Realm." We mistakenly listed it as a PlayStation game – it's for the Saturn.

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Tom was flying high with his Virtual Boy

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IRON MAN™ AND X-O MANOWAR™

The NUTS

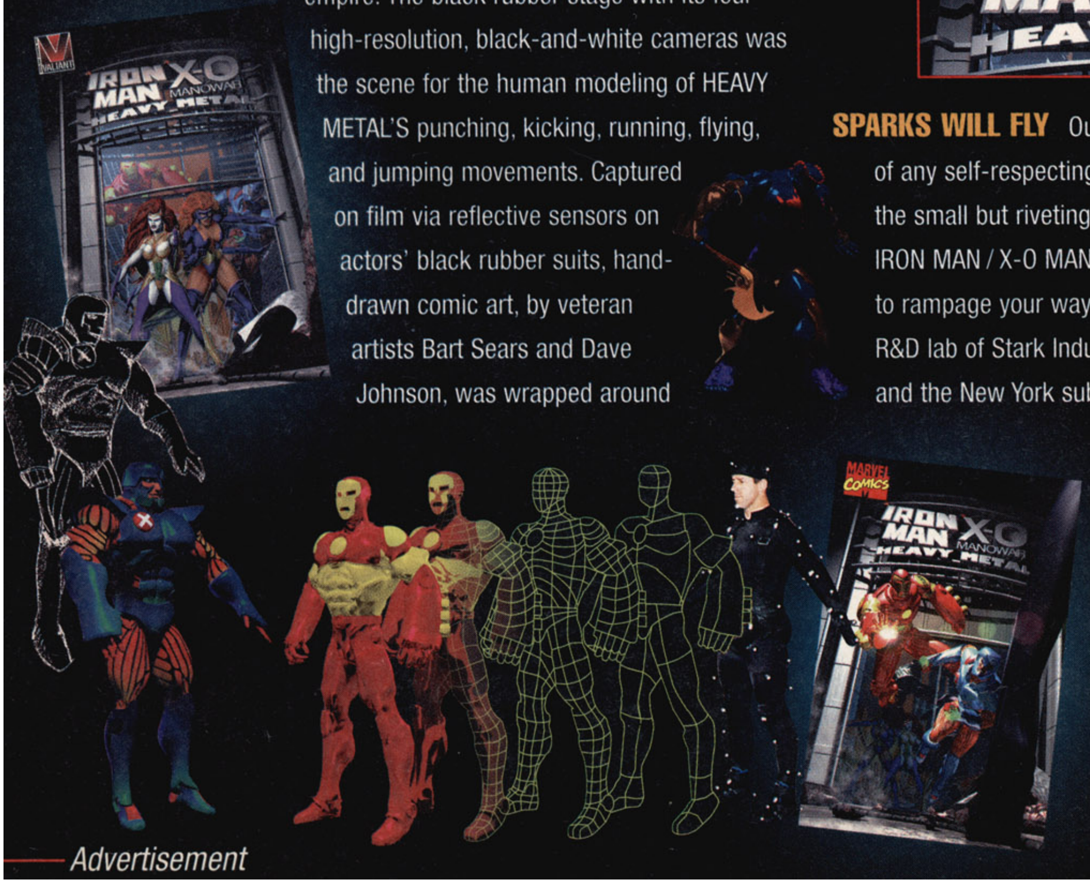
MAKING METAL Over a year in the making and nearing its final stages, Marvel Comics' IRON MAN and Valiant Comic's X-O MANOWAR appear in HEAVY METAL, one of Acclaim's most ambitious video game endeavors to date. By utilizing the full capabilities of their Motion Capture Studio (the same studio used in the making of the Batman Forever video game, and other games such as Frank Thomas Big Hurt Baseball and Alien Trilogy), Acclaim is bringing IRON MAN and X-O MANOWAR's comic book universes to revolutionary digital life and bringing the metal titans together for the first time.

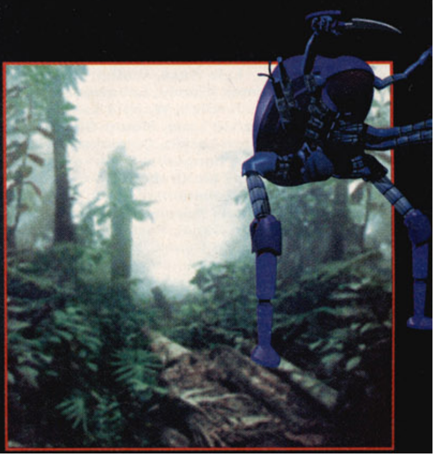
Located in their Glen Cove, NY headquarters, the Motion Capture Studio is the jewel in the crown of Acclaim's technological empire. The black rubber stage with its four high-resolution, black-and-white cameras was the scene for the human modeling of HEAVY METAL'S punching, kicking, running, flying, and jumping movements. Captured on film via reflective sensors on actors' black rubber suits, hand-drawn comic art, by veteran artists Bart Sears and Dave Johnson, was wrapped around the digital framework of the fighting movements. The end result is movement so lifelike, so fluid, you'll be running for cover. The same treatment was applied to YELLOW JACKET, BLACKOUT, ABSORBING MAN, GLADIATOR, the SPIDER ALIENS and a galaxy of other villains.

Through the use of completely rendered CGI and SGI computer graphics, both the characters and backgrounds have a highly-detailed, 3-dimensional appearance. HEAVY METAL takes this revolutionary technology to previously unreachable levels of realism. You'll never look at video games the same way again.

IRON MAN
X-O
MANOWAR
HEAVY METAL

SPARKS WILL FLY Out of all this technology comes the meat of any self-respecting video game — the gameplay! From the small but riveting demo that I played, I can tell you that IRON MAN / X-O MANOWAR: HEAVY METAL delivers. You'll get to rampage your way through seven levels ranging from the R&D lab of Stark Industries to the South American rain forest and the New York subway (not to mention Arnim Zola's living


VALIANT
IRON MAN X-O MANOWAR HEAVY METAL
MARVEL COMICS
IRON MAN X-O MANOWAR HEAVY METAL



HEAVY METAL THE VIDEO GAME

& BOLTS of it.

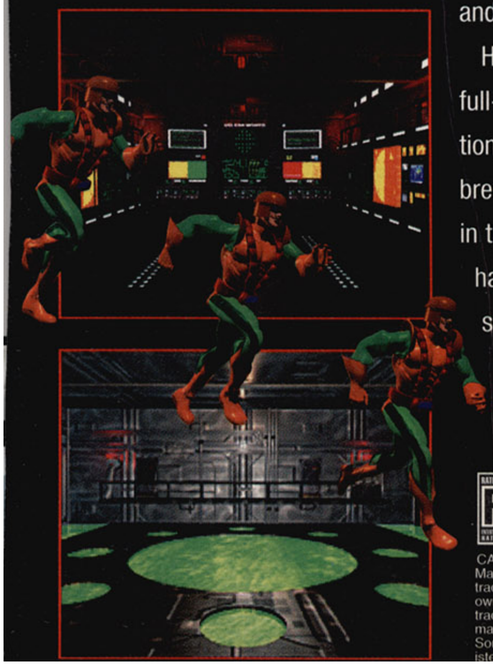
By Edward Marcus

castle)—each with its own different environmental effects. But you'll need more than just a quick trigger finger and a hard right cross to make headway in HEAVY METAL. Only by using strategy to complete your missions will you be able to reach the secret final bonus level: an apocalyptic, one-on-one battle between IRON MAN and X-O MANOWAR!

It's a given that heavy weaponry is a crucial element of IRON MAN / X-O MANOWAR: HEAVY METAL. IRON MAN's arsenal includes Laser and Proton Blasts, Visible Light Beams, Repulsor Blasts, and Force Fields, while X-O MANOWAR relies on his Ion Cannon, Cellular Disrupters, Iron Sword, Armadillo Mode and Illumination Omni beam. And on top of this fearsome firepower, each metal warrior will be able to punch, jump, speed-run and soar through the danger-laced skies!

FORGING AHEAD IRON MAN has completely new armor exclusive to this game (also featured in the crossover comic book from Marvel and Acclaim).

HEAVY METAL also features full-motion computer animation, similar to the ground-breaking technology featured in the movie, Toy Story, and a hard-driving rock music soundtrack.



The game is going to hit **PlayStation**™, **Saturn**™, **Windows**® **95 Game Boy**® and **Game Gear**™ later this summer.

BOTTOM LINE This game may well set a new standard in Super Hero action video games. Until then, you'll just have to be content to know that IRON MAN / X-O MANOWAR: HEAVY METAL will be simply the most thrilling, immersive and technologically astonishing game of the year.

Think you can handle that?

DATA FILE:

Theme
Action

Available
Late Summer

Player
1 or 2

% Complete
20%

Developer
Realtime

Publisher
Acclaim

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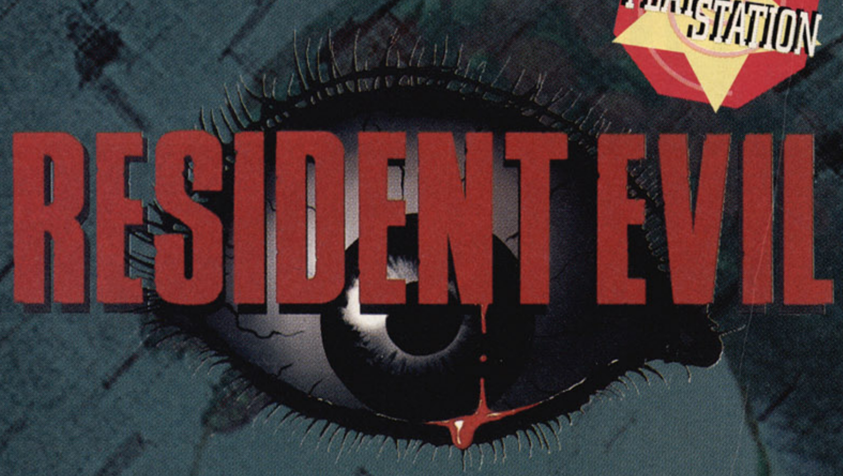
PLAYSTATION

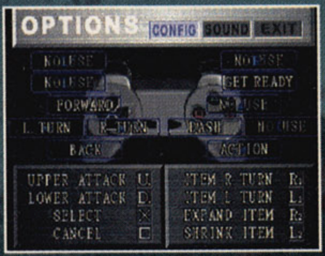


RESIDENT EVIL

Capcom scores big with this macabre offering of strategy, action, and Horror. This ProStrategy Guide walks you through the game as Jill. While this guide doesn't include every DETAIL of the game, players who want to discover the game for themselves should STOP reading now! Those of you still with us, hold onto your seats as we plunge into the heart of Resident Evil.

By Major Mike

Configuration



To configure the game, simultaneously press Start and Select during play, not at the character inventory screen.

Audio Cues

Audio cues are critical - especially when you enter a room and can't see what's in the room with you! Listen for these key sounds and what they signal:

Tapping and panting: Dogs

Dragging or scratching: Zombies

Snapping fingers: Hunters

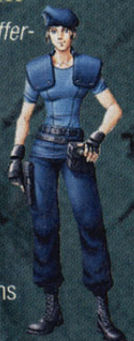
Very quick tapping: Gremlins

Differences Between Chris and Jill

Note: Chris has a different walkthrough.

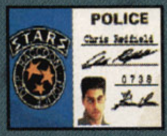
Jill Valentine

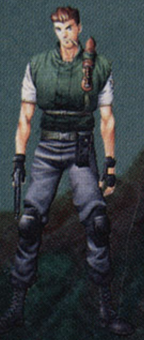
STARS
POLICE
Jill Valentine
0923



Can carry more items than Chris, and her lock-picking ability means she doesn't have to carry extra keys in her inventory.

Chris Redfield



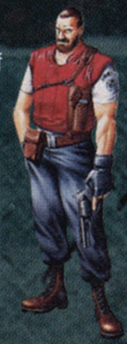


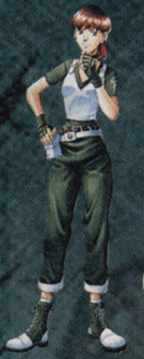
Is stronger than Jill and doesn't get hurt as easily. He also heals quicker.

Other Characters

Barry

Appears frequently if you're playing as Jill and assists her.

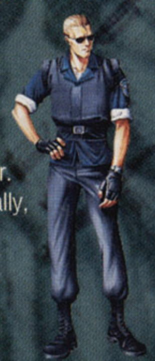




Rebecca Chambers

Bravo team member and a newcomer to the S.T.A.R.S. team, she helps out Chris in his game. You briefly assume her identity twice.

Wesker



Another fellow S.T.A.R.S. member. Appears occasionally, but doesn't offer much help.

Herb Combinations

Be sure to read the Botany Book for more details.

Green Herbs

Restore some health.

Blue Herbs

Used by itself, this cures you if you're poisoned. Mix the Blue Herb with a Green Herb and you can also restore some health if you're poisoned.

Red Herbs

When mixed with a Green Herb, Red Herbs can fully restore health.

Weapons

Combat Knife

Better than nothing, the knife slices through spider webs.

Beretta M92FS Pistol

Basically a peashooter, the pistol will knock down zombies temporarily, but they'll get up again. However, if you put several rounds into them, they go down and stay down. This automatic pistol uses a clip of 15 9mm rounds.

Colt Python .357 Magnum

Big-bang pistol. Can blow off heads with a single shot. Also effective on the Hunters at close range. The Colt uses a chamber of six Magnum rounds, and is the most powerful pistol in the game.

Bazooka

Can be loaded with acid, flame, or exploding shells. Carries a maximum of six rounds. The bazooka is only in Jill's game.

Remington M870 Shotgun

Another big-bang weapon. The pump shotgun carries a maximum of seven shells, and is ideal against zombies, because it can blow off their heads with one shot. Like the other weapons, it is most effective at close range.

Flamethrower

The flamethrower shows up only in Chris's game. At close range, it fries enemies to a crisp. However, it uses the flamethrower fuel rapidly and takes a little time to reach full flame. Once the fuel is used up, the flamethrower must be discarded because it can't be reloaded.

Keys

Small Keys

Used by Chris, the Small Keys open desk drawer locks. They can be used only once.

Specialized Keys

Like the Lab and Mansion Keys, these are specially designed for one or multiple doors.

Closet Key

A special key that unlocks room M1F-29. You can get the Closet Key only if you finish the game quickly. You also see a different ending.

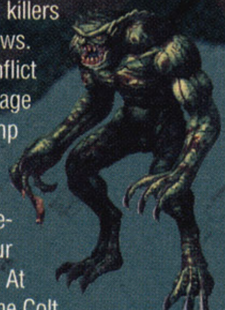
Monsters and Deadly Creatures

Some of the nasties of the night you'll encounter.

Zombies

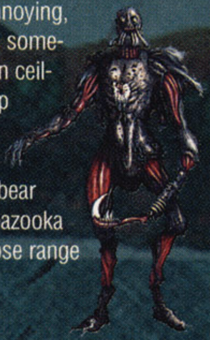
Slow-moving, flesh-eating, walking dead. You can run past the zombies, but be careful when doing so in tight places. Return these creatures to the grave by blowing off their heads with the shotgun or Colt (with the shotgun, fire just before they touch you). Bazooka rounds also work. When you hit a zombie in the body with a powerful shot, look for a pool of blood to form when he falls. That's a sure sign it's dead.

Hunters



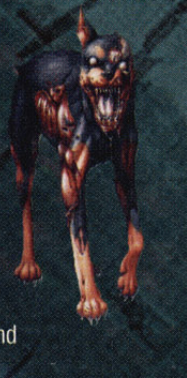
Fast, powerful killers with sharp claws. The hunters inflict the most damage when they jump and slash – so much so they can sometimes take your head right off. At close range, the Colt and bazooka rounds can take them out with one shot; the other weapons aren't as effective.

Gremlins



Small and annoying, these critters sometimes walk on ceilings and drop to attack. They also give a nasty bear hug. Flame bazooka rounds at close range do the trick.

Dogs



Look like mutated Dobermans. Are quick and inflict moderate damage. The shotgun at close range or exploding rounds work well. You can run past them, but they give chase and don't let up.

Room Coding

For each area in the various locations, there is a number coding for each room. For example, M1F-1 means Mansion 1st Floor, Room 1.

Key to Abbreviations

CB1 = Courtyard, Basement 1
C1F = Courtyard, 1st Floor
GB1 = Guardhouse, Basement 1
G1F = Guardhouse, 1st Floor
MB1 = Mansion, Basement 1
M1F = Mansion, 1st Floor
M2F = Mansion, 2nd Floor
LB1 = Laboratory, Basement 1
LB2 = Laboratory, Basement 2
LB3 = Laboratory, Basement 3

Common Items

These numbers correspond to the letter in the various rooms.

AR = Acid Rounds
BH = Blue Herb
C = Clip
CH = Chest
ER = Exploding Rounds
FA = First-Aid Spray
FR = Flame Rounds
GH = Green Herb
IR = Ink Ribbon
K = Key
M = Area Map
MD = Mo Disk
MR = Magnum Rounds
RH = Red Herb
SA = Shotgun Ammo
TY = Typewriter

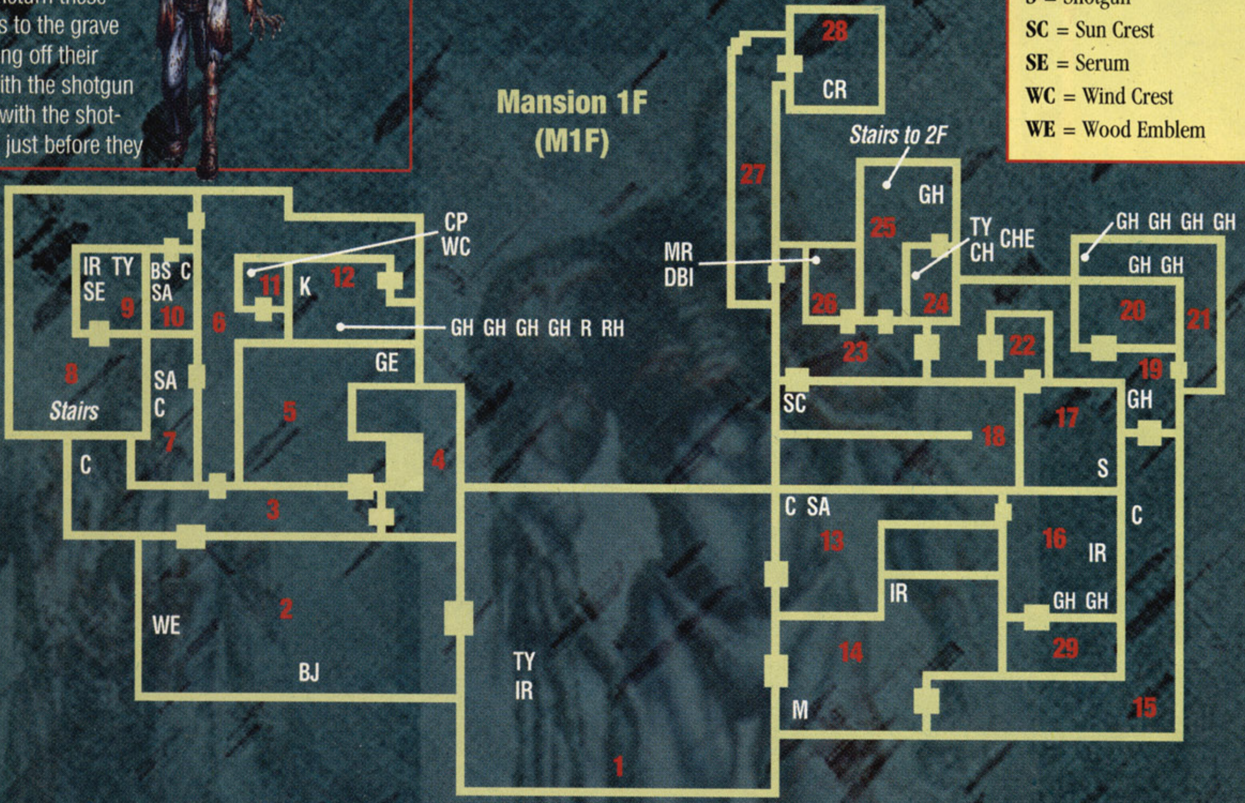
Part 1

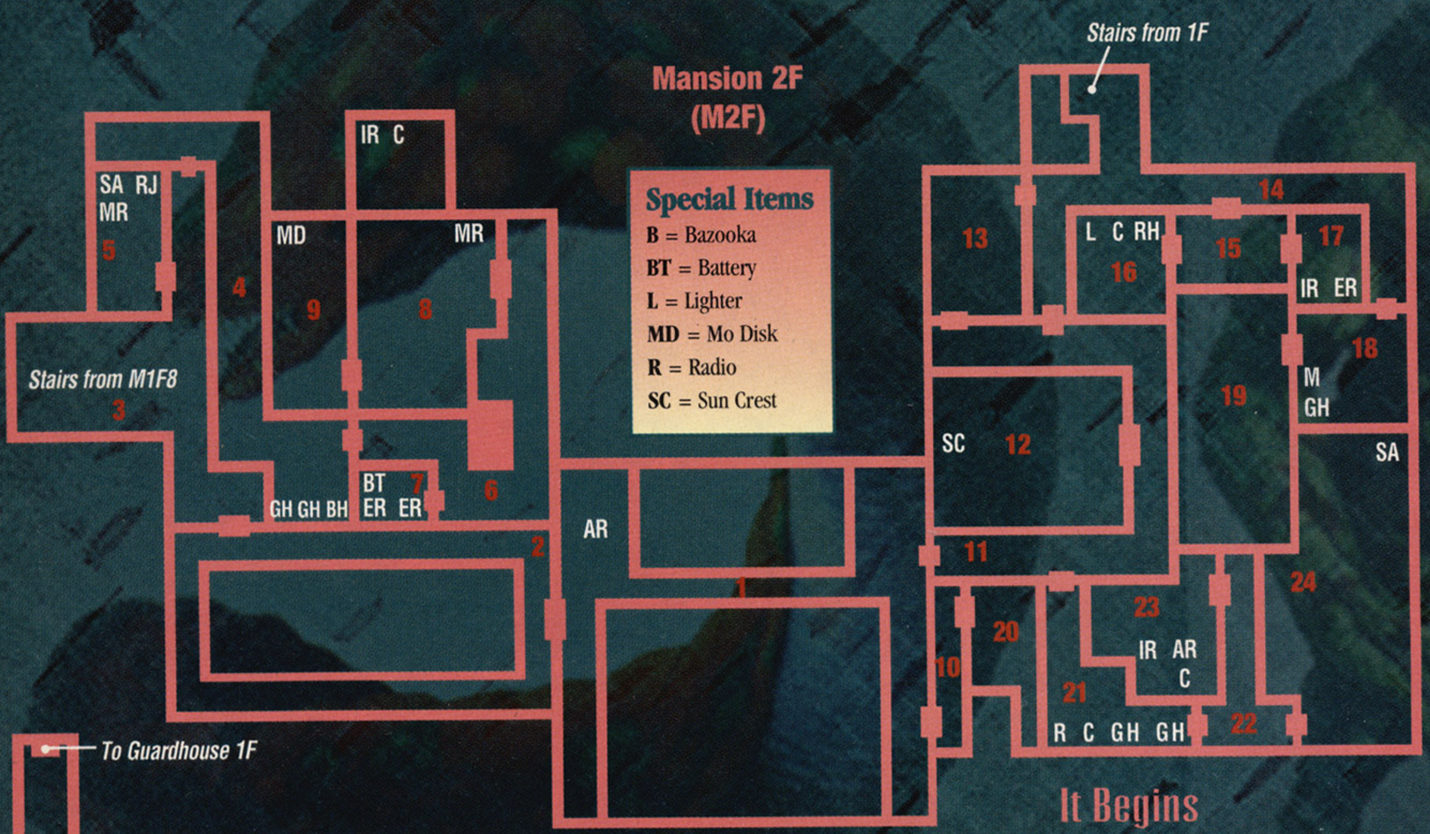
The Mansion

Special Items

Note: Room numbers are in red

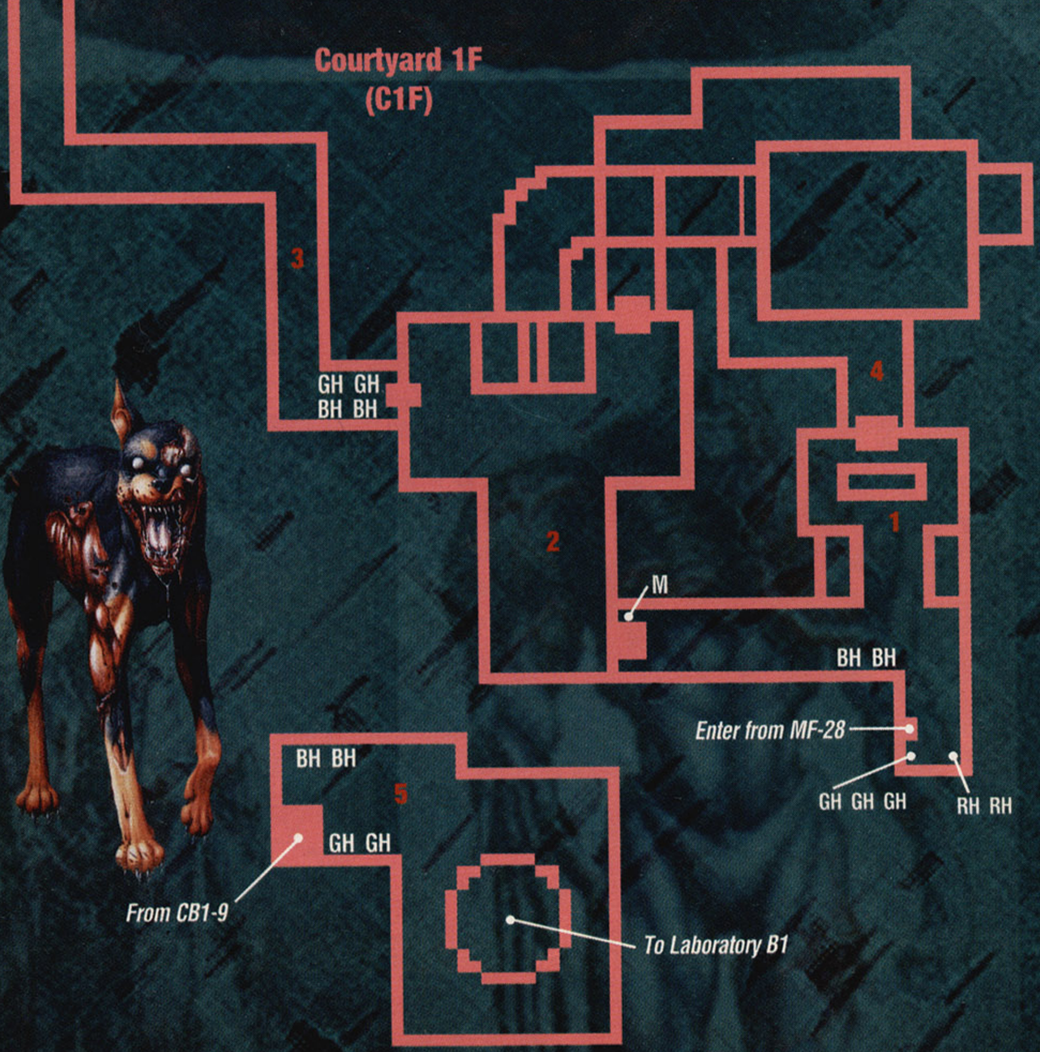
BJ = Blue Jewel
BS = Broken Shotgun
CHE = Chemical
CP = Colt Python
CR = Crank
DB1 = Doom Book 1
GE = Gold Emblem
S = Shotgun
SC = Sun Crest
SE = Serum
WC = Wind Crest
WE = Wood Emblem




Mansion 2F
(M2F)
Stairs from 1F
SA RJ
MR
5
4
IR C
MD
MR
9
8
Stairs from M1F8
3
GH GH BH
BT
ER ER
7
6
AR
2
1
13
L C RH
16
14
15
17
IR ER
18
19
M
GH
SC
12
SA
11
24
23
20
IR AR
C
10
21
R C GH GH
22

Special Items

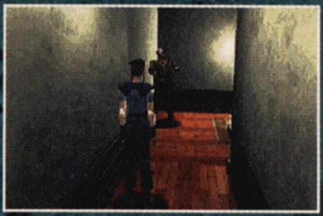
B = Bazooka
BT = Battery
L = Lighter
MD = Mo Disk
R = Radio
SC = Sun Crest

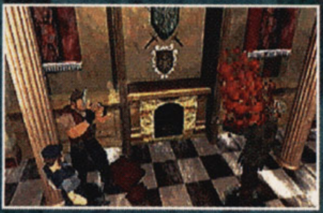

To Guardhouse 1F
Courtyard 1F
(C1F)
3
GH GH
BH BH
4
1
2
M
BH BH
Enter from MF-28
GH GH GH
RH RH
BH BH
5
GH GH
From CB1-9
To Laboratory B1

It Begins

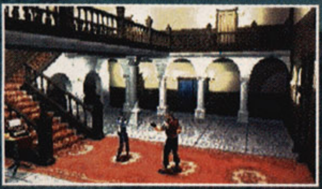
The game starts in the main hall (M1F-1) of the mansion with Barry, Wesker, and Jill. As Jill, you have the combat knife, Beretta pistol, 15 rounds, and a can of first-aid spray in your inventory. Arm Jill with the pistol. A typewriter's in this hall, with an ink ribbon on the table next to it. (Use typewriters to save your game.) The first task is to explore the dining room (M1F-2) with Barry.

While Barry's examining the blood on the floor, exit the room through the door to the right. This puts you in a long hallway (M1F-3). Move to Jill's left to the dead end. Following the rendered sequence, the zombie chases you. Go back into the dining hall, where Barry takes care of the ghoul.



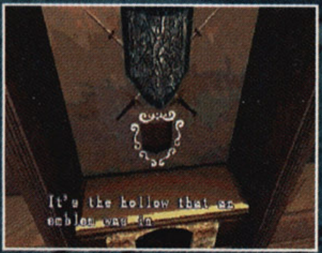


Now return to the main hall and go up the stairs, then down again. Barry departs. Before he leaves, he gives you the lock pick.

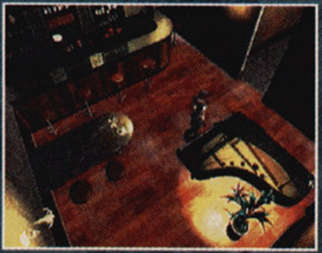


You're on your own.

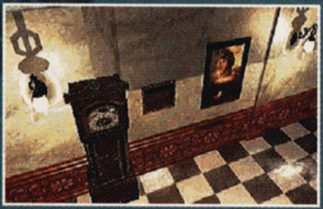
Home Alone



From the main hall, go back into the dining room. Grab the wooden emblem off the wall at the far end and go through the door to Jill's right. This is the hallway where you found the first zombie (M1F-3). Go back to where the zombie was eating and get the Beretta clip. Then go to the other end of the hall where the double doors and the single door are. Use the lock pick to open the single red door.

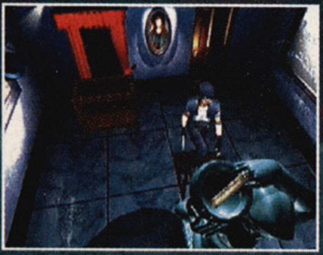


Inside (M1F-5) is a piano. Go around the corner to the right of the piano, push the shelf aside, and get the music notes. Go back to the piano and play the music. A door opens up, revealing a hidden room. Enter, and swap the wooden emblem for the gold one. Go back to the dining hall and put the gold emblem in the wall where the wooden one was. The grandfather clock moves and reveals the Red Shield Mansion Key.

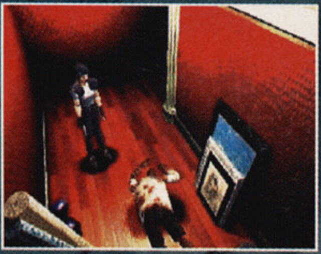


Go back to the main hall.

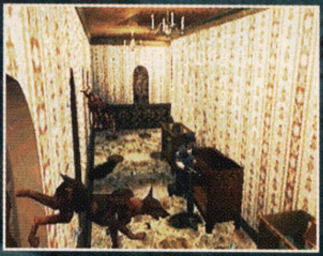
From the main hall (facing the staircase) go to the first door on Jill's right. In this room (M1F-14) is a statue and some paintings. Push the ladder against the statue, climb it, and get the map of the first floor.



Go to the chest in the far left corner and push it away from the door concealed by curtains. A corpse is on the ground, but it has enough life left to grab you. You can avoid it by passing on Jill's extreme right. Past the zombie is a shelf with an ink ribbon.

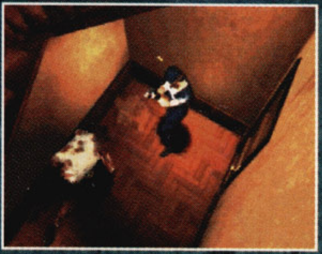


Return to the room that has the statue and pick the lock on the door to the right.

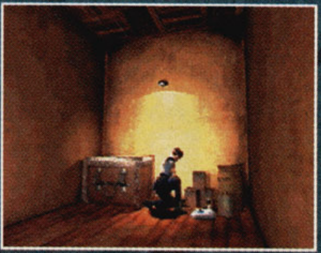


Move fast in this hallway (M1F-15). Run down the first stretch, then turn to Jill's left and make for the door. Why? Two dogs crash through the windows. If you're bitten or mauled, get the Green Herb in the next room (M1F-19).

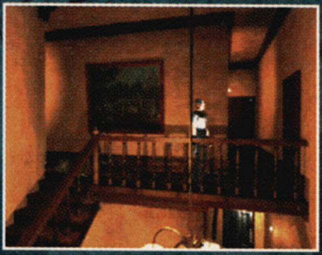
In this next stretch forget about the red door to Jill's right. You can't open it until later. The next door leads to a bathroom, but nothing's inside. At the end of this curving hallway are two doors. Go through them. Two zombies are lurking in this room (M1F-23). Avoid them and quickly go to the first door to Jill's right.



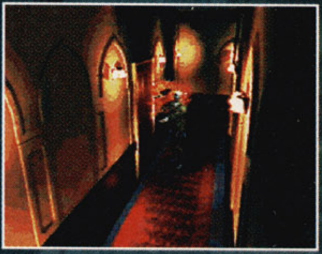
This entrance puts you in another hallway (M1F-25). Only one zombie's hiding here. Shoot it, then go down to the room to the right.



You enter a room (M1F-24) with a typewriter and a chest in the corner. You can save your game here. Two clips are inside the chest. Take them both out and combine them in your inventory and put the combat knife in the chest. Find the chemical bag and take it, too.

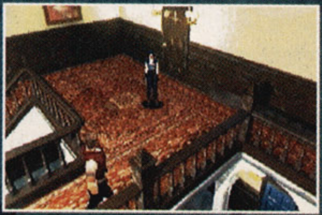


When you exit the storage room, climb the stairs. Two zombies are at the top (M2F-14). Blast them. Go to the right and through the door.

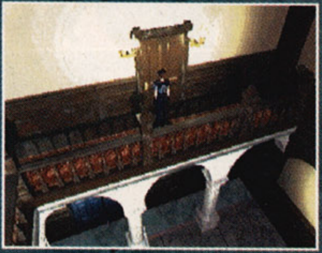


When you enter this hallway, you'll encounter two zombies. Blast them, then go to Jill's right and through the door at the end of the hallway. This leads to a library where you'll find the Botany Book. Get the book and exit the room through the door you came in. Turn to Jill's left and go down the hallway. When you turn the corner, you'll run into another zombie. Gun it down and go to the door at the end.

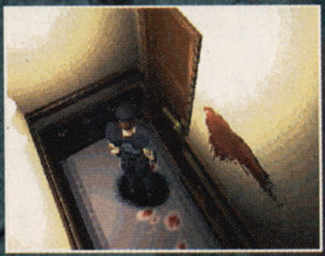
"This Hall Is Dangerous!"



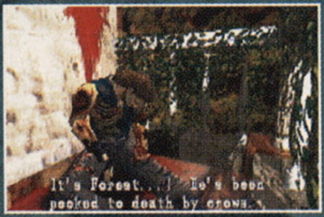
You meet Barry here (M2F-1). After some chatter, he gives you acid rounds for the bazooka.



After Barry leaves, go to the other door on the same wall as the one you entered the room through. You'll see a long hallway (M2F-10).

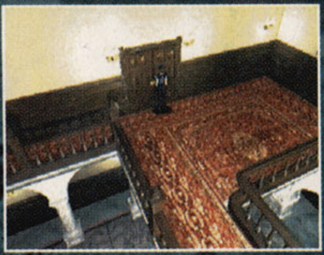


Go to the door at the end and walk onto the balcony (M2F-20). Fellow S.T.A.R.S. team member Forrest is here – or what's left of him.

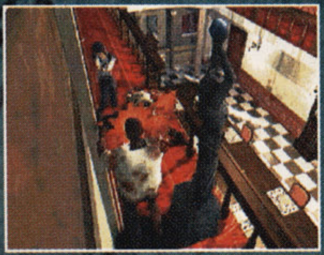


It's Forest...! He's been pecked to death by crows.

By his side is a bazooka. Get the bazooka (it comes loaded with explosive rounds) and leave the balcony fast – crows will show up. Go back to the main hall where you met Barry and go to the double doors on the other side.

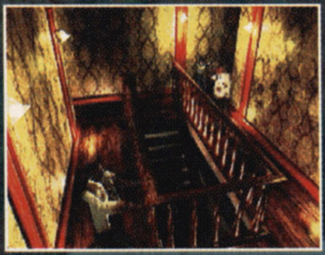


This is the balcony of the dining room (M2F-2). There's a statue to the left. Blast the zombie near the statue and push the statue off the ledge to the dining room below.

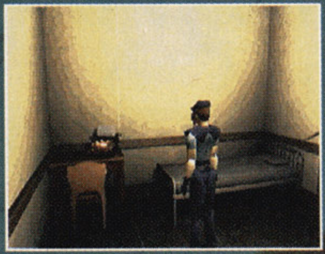


Go back down to the dining room and get the blue jewel out of the statue wreckage. Return to the dining room balcony and enter the door at the far right.

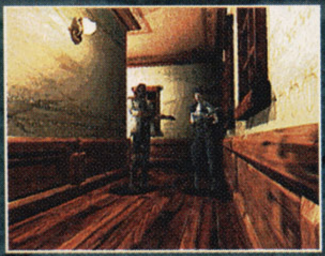
This room (M2F-3) has two zombies in it and a staircase.



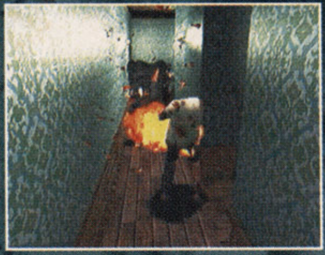
Shoot the zombies and go downstairs. Three more zombies are at the bottom, but more important is a save room (M1F-9).



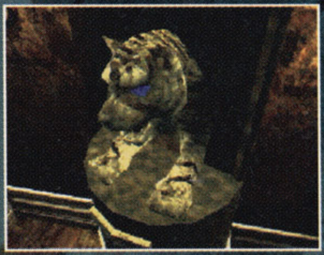
An ink ribbon's on the bed. Go back into the hallway (M1F-8) and run around the corner to Jill's right. There are two more zombies. To pass the first one, hug the wall to Jill's right. To pass the second one, hug the wall to Jill's left.



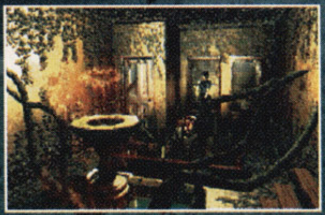
Go through the door straight ahead. Two more zombies are in this hall (M1F-6). Go down the hall to Jill's right and blast the zombie hiding in the recess.



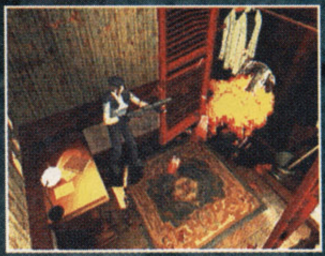
Open the door in the recess. Inside (M1F-11) is a statue of a tiger. Put the blue jewel in the tiger's eye and take the Wind Crest.



Exit the room and head to Jill's right. Turn the corner and go to the door at the end of the hall. Inside (M1F-12) is a fountain and a mutant plant. Put the chemical bag in the water pump by the door – it kills the plant!

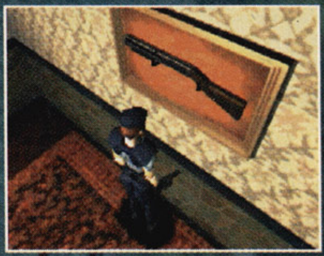


Go behind the dead plant and get the Silver Armor Mansion Key. There are also four Green Herbs and two Red ones. Backtrack to the room where you got the Wind Crest and go to the door across from the recess (M1F-7). Go to the desk, and have the bazooka handy. When you search the desk a zombie comes out of the closet behind you!

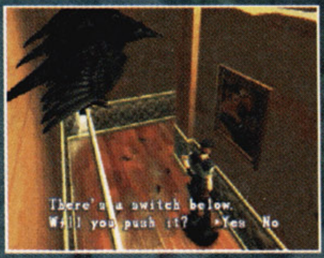


On the desk is the Keeper's Diary. There is also a box of shotgun shells in the closet and a clip on the bed. Go to the room (M1F-11) and get the broken shotgun off the shelf, along with a clip and the box of shotgun shells from inside the locked desk.

Return to M1F-19, and go to M1F-22, which leads to M1F-7. In the room, get the shotgun off the wall and swap it with the broken one.



Now go to M1F-18. Inside are several paintings with switches underneath. Crows are perched on the lights above, but don't shoot them.

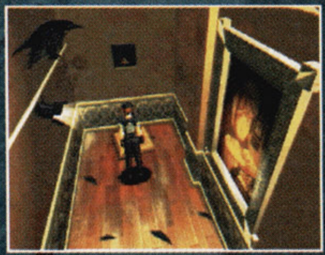


There's a switch below.
Will you push it? ▸Yes No

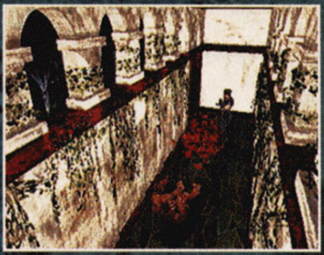
Click the switches from youngest to oldest in this order:

1. "A Newborn Baby"
2. "An Infant"
3. "A Lively Boy"
4. "A Young Man"
5. "A Tired Middle-Aged Man"
6. "A Bold-Looking Old Man"

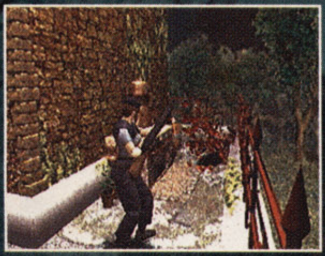
After pressing the switches, go to the picture at the end of the hall, read the inscription, and press the switch. The painting will fall off the wall and reveal the Star Crest.



After getting the crest, walk out of the room – don't shoot. If you fire, the crows will attack. Walk across the hall, down the narrow hall, and go through the door (M1F-27). A dog is outside. Teach him this equation: Dog + Shotgun = Dead Dog.



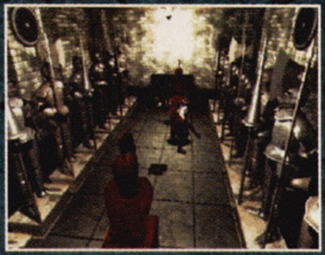
Go down the corridor until you reach the door at the end. You'll see four holes in a board by the door. Put the two crests you found in the board. Now you can open the door that leads to M1F-21. There are two dogs here. Go around the corner to Jill's left and shoot the first dog.



There are also six Green Herbs here. The second dog attacks as you leave, but if you run to the door, you can avoid it.

All the Crests

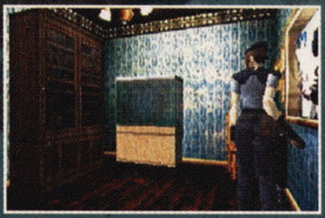
Go back to the main hall and go upstairs to the second floor. Head to M2F-11, then to M2F-12. Inside are two statues, two floor vents, and a button in the middle of the floor.



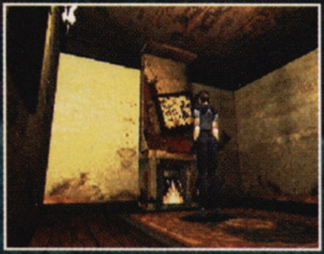
Push the statues over the two vents, then press the button (if you don't cover the vents, the room fills with poison gas). If you mess up while moving the statues (for instance, if you push one into a corner), exit the room and re-enter. When you press the button in the floor, the glass on the display case in the back of the room will drop. Inside the case is the Sun Crest.

Next, go to M2F-15, which leads to M2F-16 and M2F-17. Walk into M2F-16, get the lighter off the dresser and the clip in the corner. There is also a Red Herb in the room.

Go across the hall to 17. There is an ink ribbon hidden in the hanging shirt by the door, and a Researcher's Will on the desk. By the door is a bug chart. Press the switch on the chart and the fish tank in the corner drains.



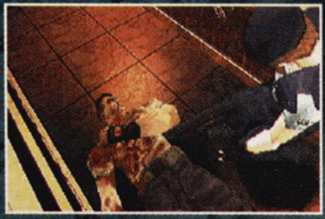
Push the fish tank to the right (away from the bookcase), and push the bookcase away from the door toward the fish tank. You'll find explosive bazooka rounds in the hutch in the wall. Then go to M2F-18 and use the lighter to light the fireplace. A map of the second floor appears.



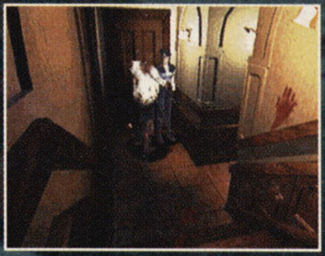
Take the map. Also take the Green Herb in the room.

Richard and The Serum

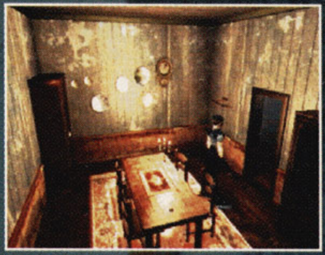
Your next conquest is the snake. The snake is in room M2F-24, but first you must get the serum for fellow Bravo team member, Richard.



The serum is on the shelf in M1F-9. Get it and quickly return to Richard. However, it's too late for him. Before he dies, he gives you his radio. Also in this room are two Green Herbs. Go into the next room (M2F-22), and have the shotgun ready for the zombie down the hall to Jill's left.



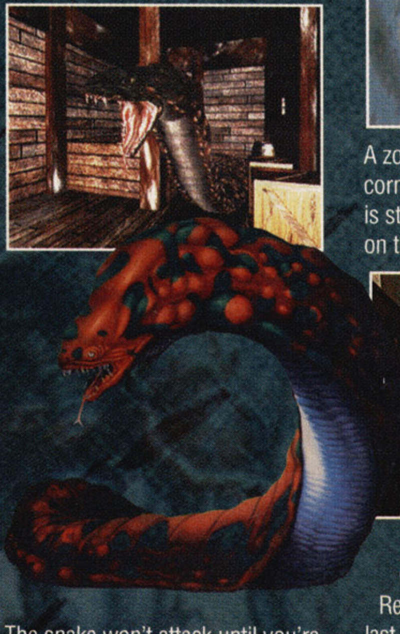
Go to M2F-23 and use the lighter to light the candle on the table.



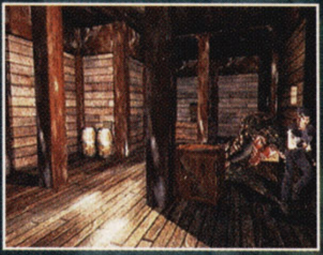
Push the shelf aside and go through the secret door. In the cabinet are acid rounds. You can also now see an ink ribbon on the table and a clip in the cabinet.

Go to M1F-24 and save the game. You're going after the snake next, and he's your toughest challenge so far. Take a can of first-aid spray with you and ditch the lighter. Head for M2F-24.

The Giant Snake

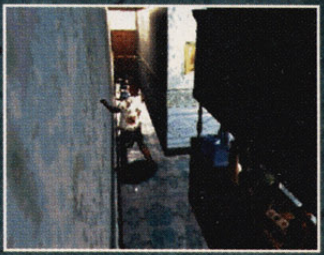


The snake won't attack until you're halfway in the room. When it comes out of the hole in the corner, lure it close to you by the door, then make a dash for the far corner of the room. The Moon Crest is behind the short wall in the corner. After getting the crest, get out of that corner! If the snake traps you, you're finished. The best way to beat the snake is to avoid it. Don't try killing it now – you'll fight, and win, that battle later. Get the box of shotgun shells sitting on top of the barrels in the corner.

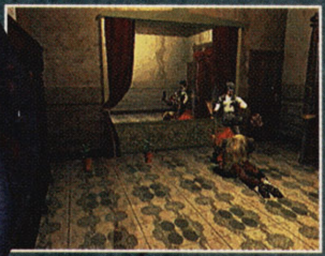


If the snake bites you, but you get out of the room and are poisoned, you'll pass out and come to in M1F-9. In either case, after the snake, head to M1F-9 or M1F-24, and get the shotgun and as many shells as you can. You're going to need them for what's ahead.

Before going any further, go to M1F-13 by the main hall. There is a clip on the table and shotgun shells in the desk around the corner.



A zombie is also waiting around the corner. In the next room (M1F-16) is still another zombie that crawls on the ground.



Take him out and get the two Green Herbs and the ink ribbon. Return to M1F-27 and insert the last two crests. The door unlocks. Go into M1F-28 and push the steps against the shelf mounted on the wall. Climb up and get the crank.

The next area (C1F-1) is outside. Have the shotgun out and ready.

Outside Now

Dogs await you. There are also two Red and three Green Herbs to Jill's right (and two Blue ones around the corner to her left). You're in a tight area, so the dogs are bunched together and you can inflict more damage when they attack.

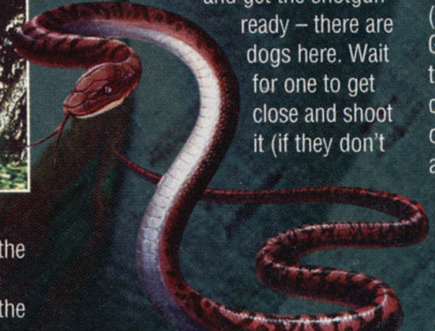
With the dogs gone, try the radio. After the garbled message, get the map of the garden down the alley to Jill's left.

Go through the gate to the pool (C1F-4). Follow the walkway to the crank slot. Turn the crank in the slot until the water drains from the pool. Cross to the other side.

After climbing the stairs on the other side of the drained pool, turn to the left and run quickly; vipers drop from above as you move. Get to the elevator and take it down (to C1F-2).

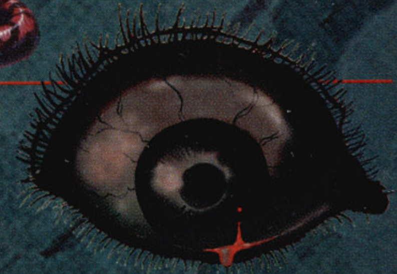
When you reach the bottom (C1F-2), stay in the elevator shaft and get the shotgun ready – there are dogs here. Wait for one to get close and shoot it (if they don't catch on, fire a shot). You get the other's attention. Blast him also when he gets close. Then head for the gate on the opposite side.

The next part (C1F-3) is all running or shooting. You'll run into dogs (and find two Blue Herbs and two Green Herbs just when you enter the alleyway). Shoot the dogs if you can afford the ammo; otherwise, chance it and run down the twisting alley to the door at the end.

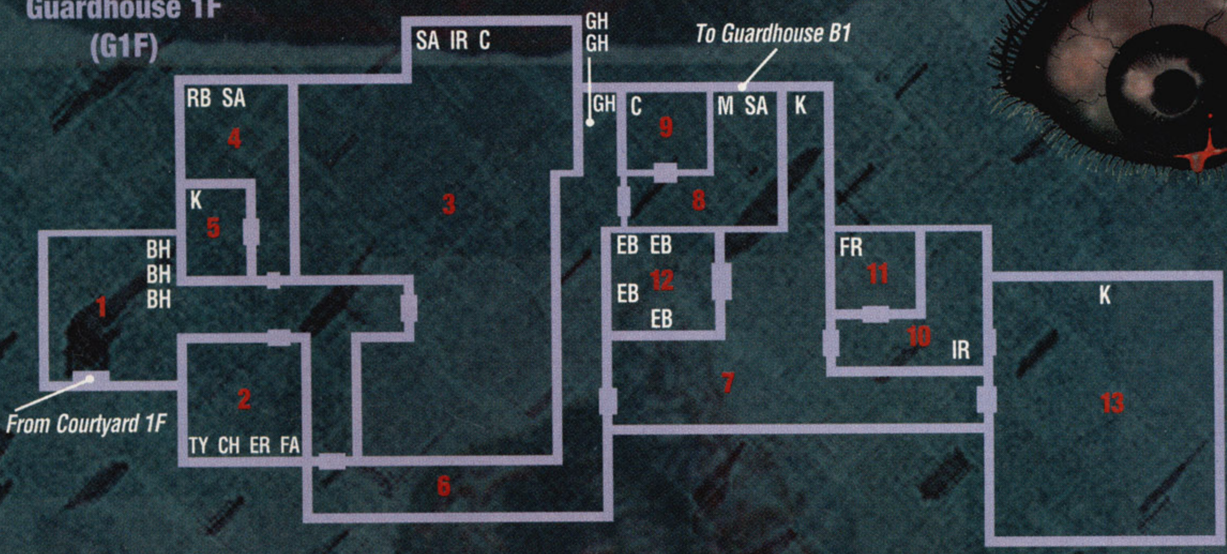


Special Items

EB = Empty Bottle
RB = Red Book



Guardhouse 1F (G1F)



Part 2

The Guardhouse

Congratulations! You made it to the Guardhouse (G1F-1). First, go to the statue by the door you just entered. Push it forward, then up to Jill's right until she reaches the hallway to the right. Push the statue over the hole in the floor (if you don't, a tentacle chokes her each time she walks past it).

Get the three Blue Herbs in the hall and enter G1F-2. Put the herbs and the crank in the chest, then get the first-aid spray and exploding rounds off the shelf and put those into the chest. Save the game.

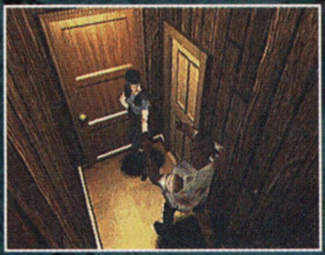
The Spiders

Make sure you have the bazooka loaded with acid rounds. Now go into G1F-3. There are two giant spiders in this room. When you enter, run into the far right corner (behind the table), and blast the two spiders when they charge. Don't let them get too close – they spit poison.

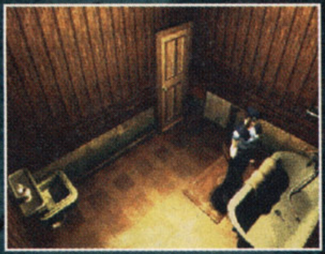
One of the spiders lets loose several little spiders when it dies. Kill these little pests by walking over them (or leave the room, then go back in). Go over to the pool table, read the numbers, and exit the room. Before you leave, grab the clip on top of the barrel and the ink ribbon off the table.

Hornet's Nest

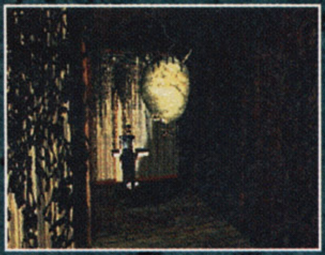
Now go to G1F-4. Two zombies await, so have the shotgun or bazooka ready.



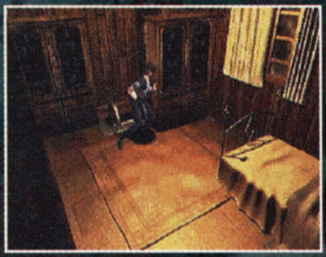
Also in this room are a red book and a box of shotgun shells in the desk. In the bathroom (G1F-5), pull the plug on the bathtub and get the C. Room Key.



Head past the statue you pushed and go down the hallway at G1F-6 until you reach G1F-7. Enter the room, then run to the narrow hall to Jill's left. Run past the hornet's nest and get the key from the desk.

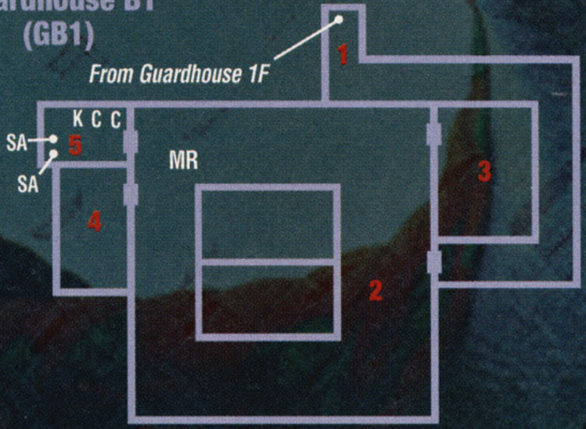


Turn around and exit the room the way you came. Go down to G1F-8, and get the shotgun ready. Before going in, get the three Green Herbs hidden behind the statue to the left of the door. Go into the bathroom (G1F-9), dispose of the zombie, and get the clip from the sink. Go back into the main room and get the map of the dormitory off the wall. There is also a Plant 42 Report on the bed and a box of shotgun shells in the locked desk. In the back of the room are two bookcases.

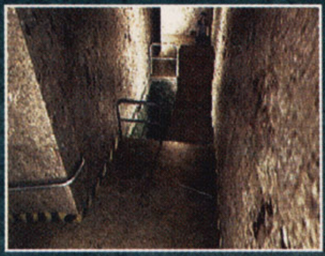


Push the bookcase on Jill's left to the back wall, then push the one on the right to the right. Climb down the ladder to Guardhouse B1.

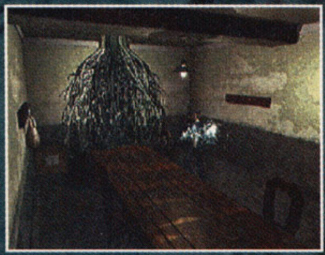
Guardhouse B1 (GB1)



In the long hallway, shove the three crates down to the end of the hallway and push them over the water gap to make a bridge. Over the bridge are two Green Herbs.

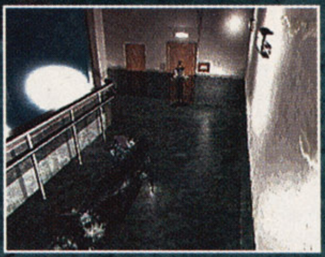


When you cross the bridge, you'll be up to your shoulders in water. When you enter GB1-2, immediately go to Jill's right, and enter GB1-3. Take a look at the giant root and leave the room.



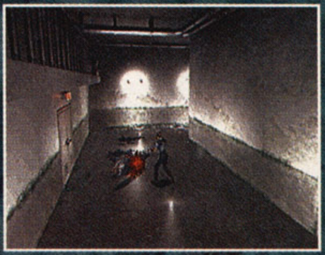
When you leave the room, run straight ahead. There are two doors

ahead of you. Run to the one on the left (GB1-4). Before you get to the door, a rendered sequence illustrates a shark in hot pursuit.



Just keep running to the door, and the shark should be no problem. In the room is a lever. Pull it. All the water drains from the room. Go to the switch by the door and press it.

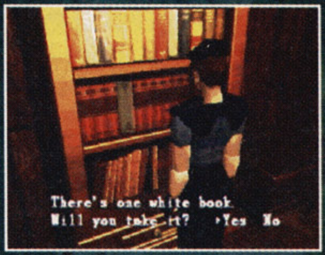
This opens the room next door (GB1-5), which contains two boxes of shotgun shells, two clips, and another dormitory key. When you exit the room, you find the shark and two smaller ones flipping on the ground. You can shoot them or leave them to die.



Go back to the stairs.

The Nest

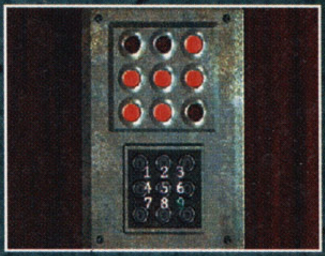
Go back to the room with the hornet's nest. Go into the room (G1F-10) almost across from the one through which you entered the room. A zombie is in the adjoining bathroom (G1F-11). Dispose of it, and get the flame rounds. Go back to the main room and get the ink ribbon in the locked desk. Go to the bookshelf and find the White Book.



There's one white book.
Will you take it? ›Yes No

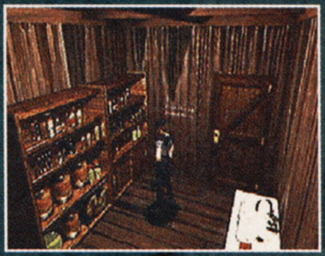
It's the "V-Jolt" Report that reads with the Plant 42 Report. Swap the White Book for the Red Book you picked up earlier. When you do this, the shelf across from the bed moves and reveals a hidden door.

Chemistry 101



Don't go through the secret door just yet. Exit the room and go to the one across the hall (G1F-12).

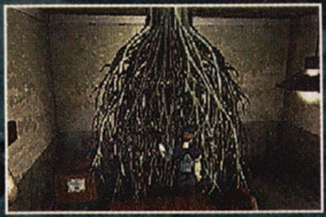
This room has a combination on the door. Opening the door is just a matter of fooling with various button presses to make all the lights red. Inside, read the writing on the walls.



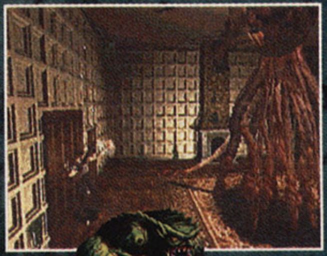
On one wall is written "1 + 2 = 3, 3 + 4 = 7, 2 + 4 = 6, 6 + 7 = 13, 13 + 3 = 16." On the other wall is written "Water = 1, Red = 2, Purple = 3, Green = 4." These writings are actually chemical combinations to make the "V-Jolt" formula as described in the "V-Jolt" Report. To make the "V-Jolt" formula, do the following:

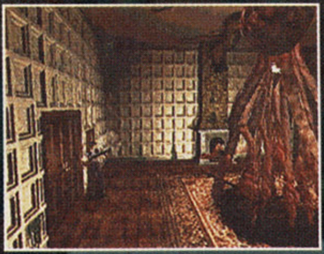
1. Get the four empty bottles off the shelves, the sink, and the table.
2. Fill one bottle with water, one with UMB. No. 2. Combine the water and UMB. No. 2. You now have one bottle of NP-003.
3. Fill a bottle with UMB. No. 4. Combine it with the NP-003. You now have one bottle of UMB. No. 7.
4. Fill one bottle with UMB. No. 4 and one with UMB. No. 2. Combine the two. You have one bottle of Yellow-6.
5. Now combine the Yellow-6 with the UMB. No. 7. You now have UMB. No. 13.
6. Finally, make another solution of NP-003 and combine it with the UMB. No. 13. You now have a solution of "V-Jolt"!

"The Root of the Problem"

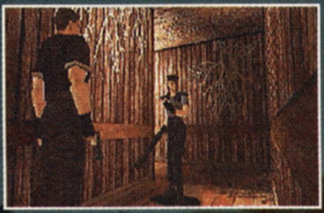


Go back down to the room where you saw the giant root (GB1-3). Use the solution of "V-Jolt." The root will wither substantially. Now it's time to go after the plant. Return to the save room and get all your shotgun shells and the first-aid spray. You may want to save the game before taking on the plant. Then go back to G1F-10. Go through the secret door. Point up with the shotgun and shoot the plant.





Limit your shots to single bursts and don't stay in one place for too long – acid falls from the ceiling. Use the first-aid spray. When the plant is dead, go to the fireplace and get the Silver Helmet Mansion Key.

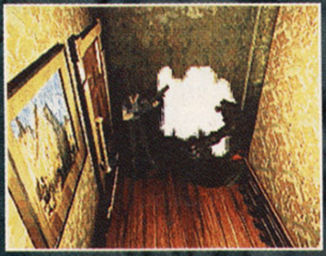


Upon exiting the room you meet up with Wesker. After a brief conversation, go back to the save room (G1F-2). Grab the bazooka and exploding rounds, along with some shotgun shells. Time to leave the guardhouse.

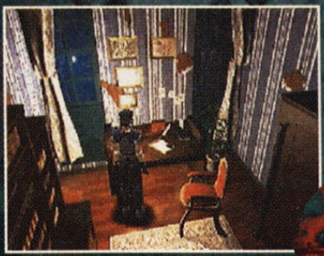
Part 3

The Hunted

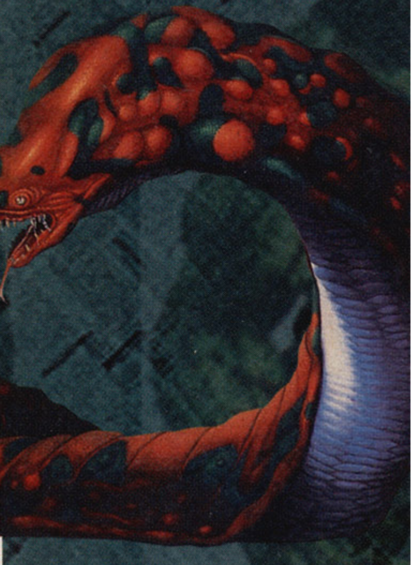
When you leave the guardhouse, the dogs will be gone from the narrow stretch at C1F-3. When you reach M1F-23, a new menace will appear – the hunters! Shoot the first one introduced by the rendered sequence (you're facing it after the sequence). Then go to the first door to Jill's left (M1F-25).

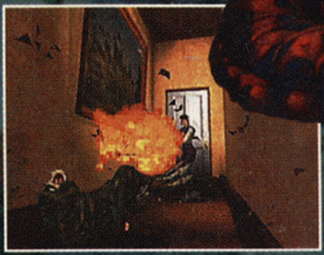


Turn on the light at the desk and get the magnum rounds. There is also a book on the shelf.

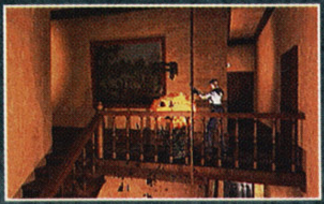


Open the book while checking it in your inventory menu. Inside is the first Doom Medal, the Eagle Medal. Exit the room and go to the next door to the left. There's another hunter here.

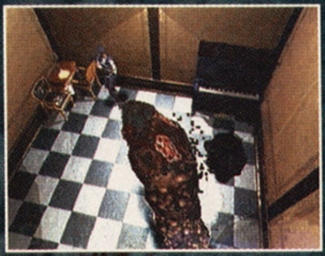




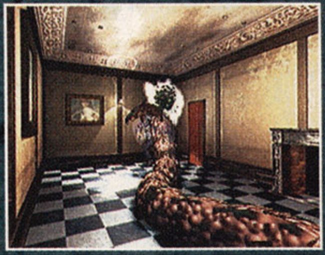
You have time to prepare for this one. Use explosive rounds to kill it, then go to the save room. Outside is a note from Barry telling you he left a can of first-aid spray, shotgun shells, and acid rounds. Put the items in the chest and save the game.



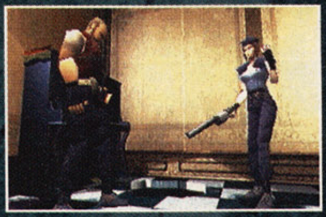
Load up the acid rounds and go upstairs. At the top is a hunter to the left. Blast it. Head to the right and blast the hunter around the corner. Stock up on shells for the bazooka and health items. Time to go after the snake and kill it. Go to M2F-18. Open the door using the mansion key, and go to the piano in the corner. The snake will come out of the fireplace. First, the snake makes a hole in the ground.



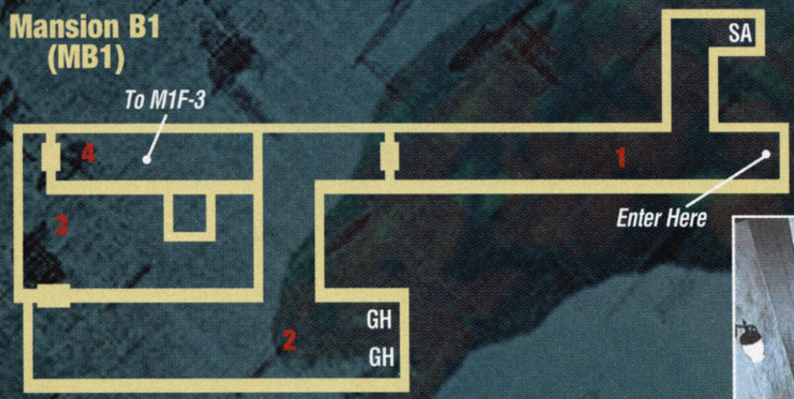
When the snake slams its head on the ground and makes a hole, this is your chance to get in a close shot. After you fire, run toward the door and blast it again. Use the acid rounds first, then the exploding or flame rounds. The more consecutive hits, the better.



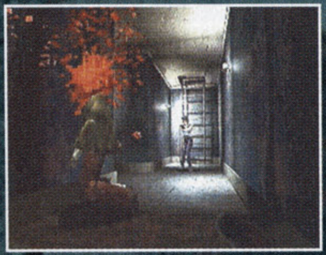
The key is to keep moving and firing. Don't try a war of attrition – you'll lose. After the snake is dead, inspect the hole. Barry enters again. With the help of a rope, go down the hole.



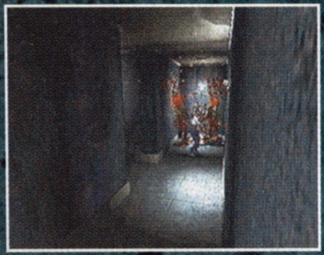
When Barry goes to find another rope, press the switch on the tombstone, but don't go down the ladder. Instead go back to the hole and wait for Barry to drop another rope. Barry will then give you a Pass Number (this opens the door at M2F-4). Now you're ready to go down the hole, then the ladder. You're now in the basement.



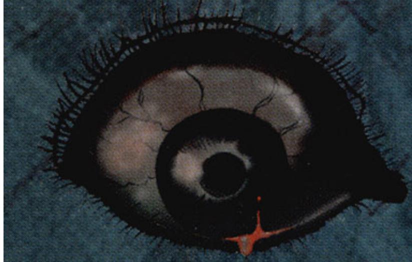
Nothing but long hallways and zombies here. Get the shotgun ready. Shoot the first zombie, then go around the corner and shoot the second one.

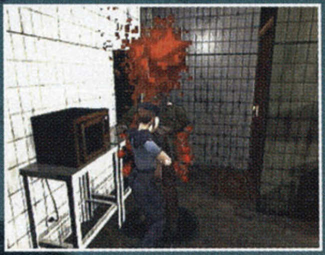


There is a box of shotgun shells around this corner as well. When you exit this room (and enter MB1-2), you hear a squishing sound. Two zombies are eating dinner in the corridor. Approach the zombies slowly, and you can get their attention one at a time.

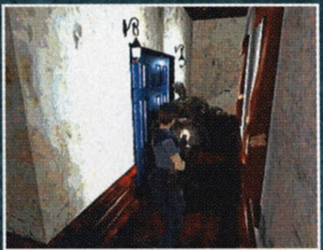


After taking them out, you'll get two Green Herbs. Go to the end of the hall, and go through the door (to MB1-3). You find yourself in a kitchen. Walk directly ahead and a rendered sequence shows a zombie coming down the stairs. Take the zombie out and go up the stairs.

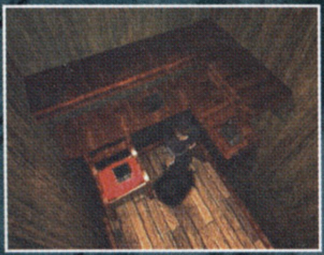




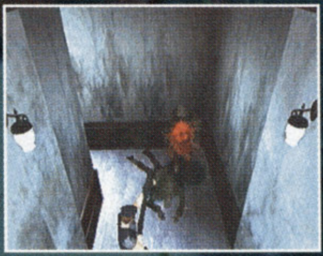
At the top of the stairs are two double doors and a Green Herb in the recess next to them. Go back down the stairs and to the right of the door you initially entered the room through. There is a zombie on the ground, but you can avoid its grab by hugging the wall to Jill's right. Take the elevator up. At the top (M2F-6) are two zombies.



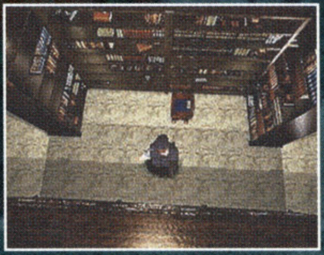
Use the shotgun and make them both headless. Then go into the storeroom around the corner from the elevator.



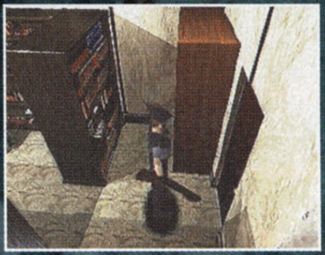
Inside (M2F-7) are a battery and two cartridges of exploding rounds. Exit the storeroom and go to Jill's left. Go down the hall to the door. Open the door and blast the zombie there. You'll also find two Green Herbs and one Blue Herb in this room and a zombie having dinner. Be careful of this one, though. The meal is still alive, so getting close to draw the "eater" out isn't a good idea.



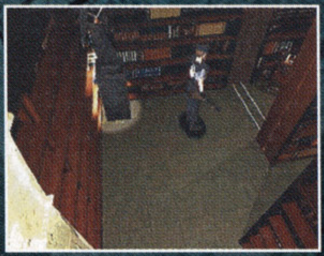
Instead, shoot the eater on the ground and draw him out that way. After blasting the walking zombie, go around the grounded one by passing to the extreme left. There is a locked door at the end of the hall, but getting rid of these two now saves you trouble later.



Go to the double doors by the elevator. Inside are a library and two zombies. The first one attacks when you enter. Introduce him to Mr. Shotgun. There is a nightstand on Jill's right with magnum rounds inside. Get the rounds, then turn to the left and go into the gap between the bookcases. When the camera switches angles you see a zombie walking around. Dispose of the zombie and get the scrapbook on the chair.

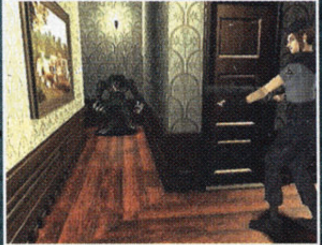


There is also a door in the shelves that leads to a room (M2F-9). In the room is a statue and a light switch. Press the switch and push the statue onto the illuminated spot. A secret door opens. You'll find a Mo Disk inside.

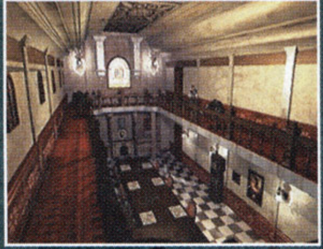


Get the disk, go back to M2F-8, and push the bookcase away from the wall by where you shot the second zombie. You'll reveal a hidden door. Go into this hidden room and look out the window. You see a helicopter pad in the distance! In this same room are an ink ribbon and a clip.

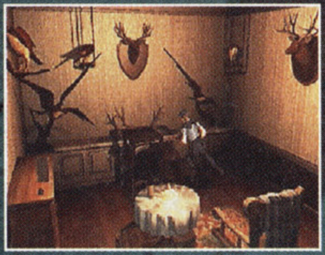
Go back to M1F-24 and save the game. Now it's time to get the Colt Python. Go to the main hall via M1F-19 and M1F-15. The first part is the tricky one. At the end of these twisting corridors is a hunter that jumps out just before the bathroom (M1F-20), so have the bazooka ready.



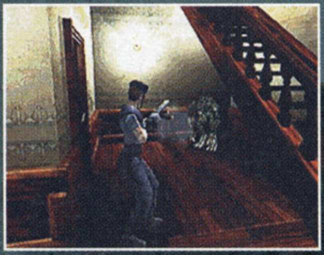
In the next part, the dogs that crashed through the windows have been replaced by giant spiders. Just run past them. In the main hall, go upstairs. At the top, go into the door leading to the balcony over the dining room (M2F-2). There are two hunters here now. Shoot the one down the corridor to Jill's right, and go in the door at the end.



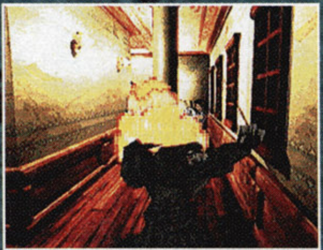
There is one hunter in this room. Get in the open by the staircase as it approaches so you can get a clean shot. After killing the hunter, unlock the door near the staircase. Inside (M2F-5) are orders, magnum rounds, and shotgun shells. Before leaving the room, turn out the lights (the switch is by the door) and push the ladder by the mounted deer's head. Climb the steps and get the red jewel.



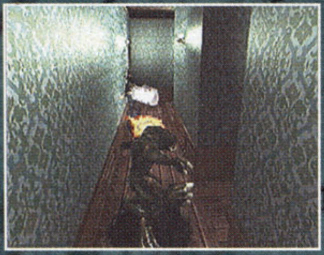
Go down the steps and into the save room. Get some bazooka rounds (and save the game). Exit the room and take out the hunter under the stairs.



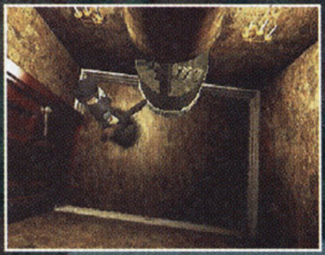
Walk slowly down the hall. There's another hunter by the pillar. Sneak up behind it and blast it.



Go to room M1F-6. When you enter the hall, go to Jill's right and get the bazooka handy for the hunter hiding in the recess down the hall to Jill's left.

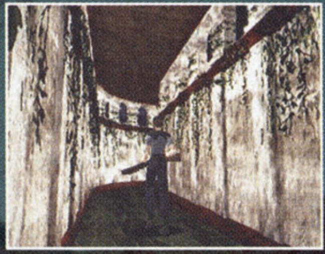


Blast the hunter and go into the room with the tiger statue. At the tiger statue, put the red jewel in the tiger's other eye. The statue rotates, giving you the Colt Python.

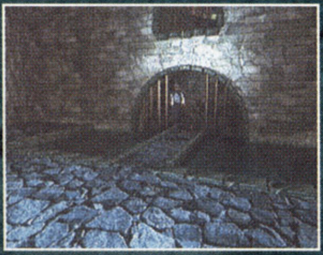


Now, you must go back to the courtyard, and make sure you have the crank and the battery.

When you go to M1F-27, there is a hunter. Blast it.



Go back across the drained pool and take the lift down. At the bottom, go to the other lift. Put the battery in the slot and take the lift up. When you reach the top, walk around to the crank slot. Use the crank and the pool fills up. Now take the elevator down. Where the waterfall was running there is now a ladder leading down.



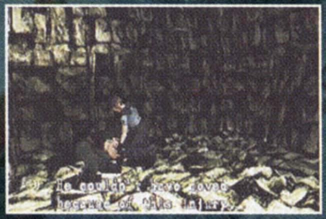
Go down the ladder.

Part 4:

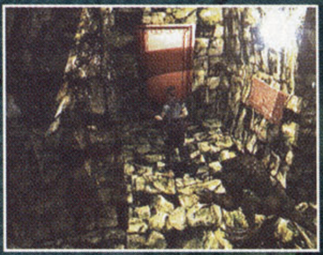
Underground

Go through the door to Jill's right. Barry is waiting. Barry asks if you want to go with him. Let's say Jill says no, and Jill also says no to waiting for him.

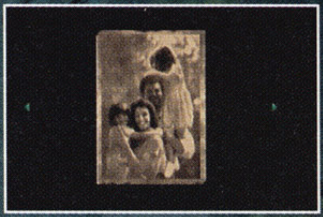
When Barry walks away you hear a shot. Go to CB1-3 and get the first-aid spray and the explosive bazooka rounds. Then go to CB1-4, where you find wounded team member Enrico. After Enrico dies, hunters infiltrate the cave.



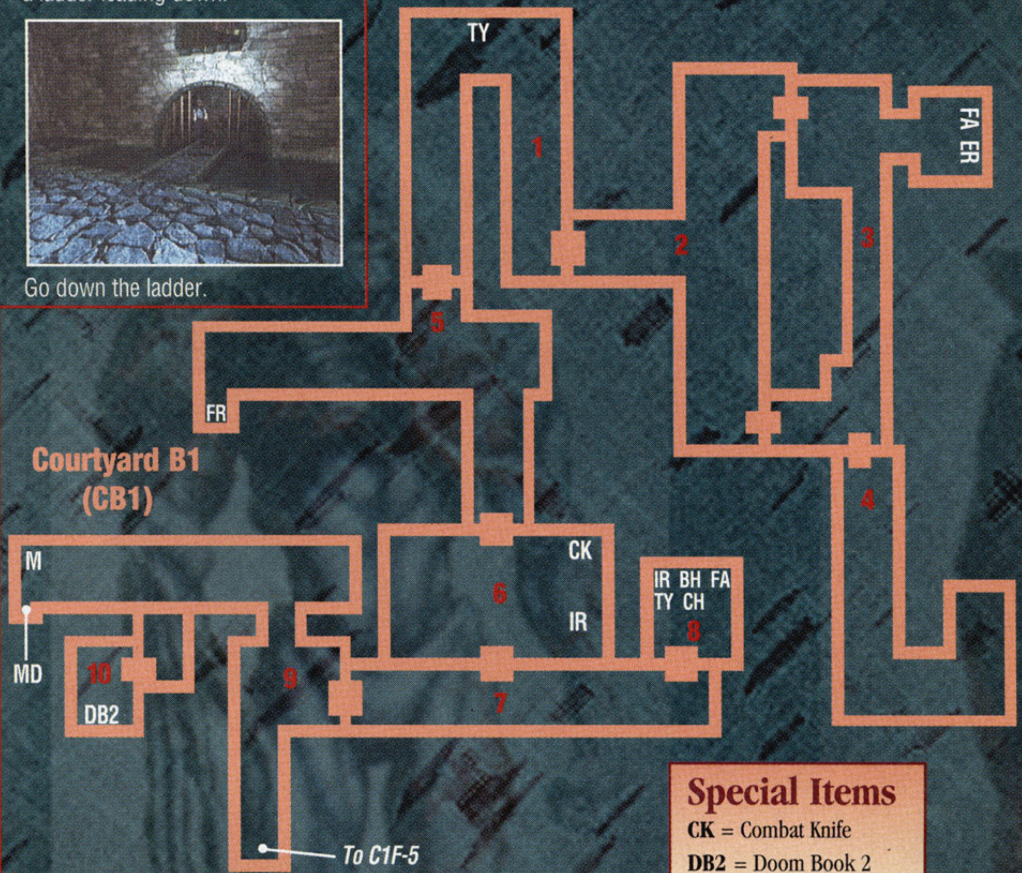
Get the clip off Enrico's body before leaving the room. On your way out of the room, get the crank that's on the ground. When you exit the room, turn to Jill's left and run for the door. In the next part (CB1-2), you'll find only one hunter.



Take him out and go for the door. This takes you to the room with the ladder and the typewriter (CB1-1). Barry is also there, almost dead.



Before he dies, Barry gives you a picture of his family (Barry's Picture). After Barry passes on, go around the corner by the typewriter and use the crank. This makes a bridge you can cross to get to CB1-5. In this room, walk up to the giant boulder and walk away. The boulder will come loose! Turn around and run for the doorway where you entered the room. The boulder will crash through the wall.

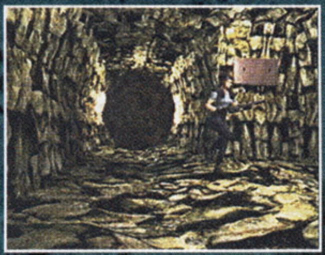


Special Items

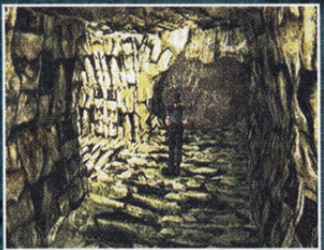
CK = Combat Knife

DB2 = Doom Book 2

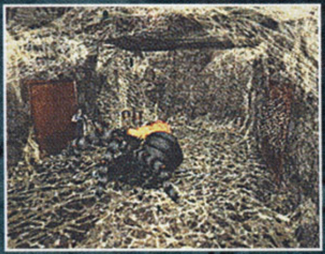
MD = Mo Disk



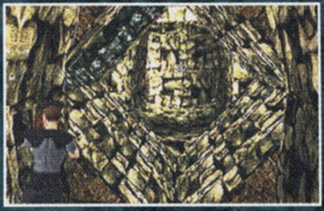
Be ready – a hunter is waiting behind the wall.



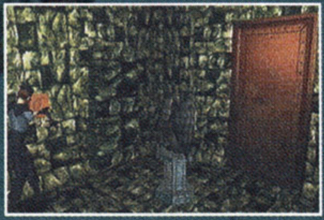
Kill the hunter, then go to where the boulder was stationed. You'll find flame rounds in the wall. In the next room (CB1-6) is a giant spider.



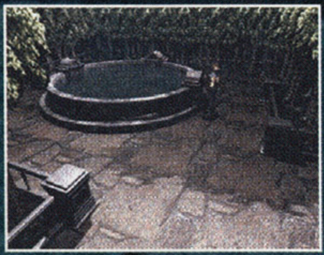
Two flame rounds from the bazooka (or Colt), and the spider goes belly-up. After killing the spider, exit the room and enter it again; this way you don't have to cope with the little spiders that attack. In the room is a combat knife and an ink ribbon. Use the knife to clear the webs from the door. In the next room is also a save room down the hall to Jill's left. Inside is a can of first-aid spray, a Blue Herb, and an ink ribbon. There is also a chest. When exiting the save room, you'll see viper snakes on the ground. Quickly run past them (their bite can poison you). Go to CB1-9, where there's another boulder. Before letting it lose, use the crank on the hole in the wall to the left.



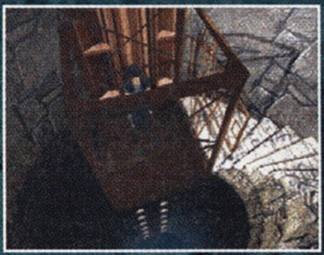
Turn the crank three times, so the hole is on the left. Then jar the boulder loose like before and take refuge in the recess of the new hole. Go to where the boulder was and get the map of Under Ground and the Mo Disk in the wall. Go into CB1-10 and push the statue toward the front of the room, about two steps past the crank hole in the wall. Use the crank to move the statue away from the wall, then use it again to move the wall back.



Push the statue onto the square to the right. A panel on the wall opens up with Doom Book 2 inside. Get the Wolf Medal out of the book. Then, take the lift in this area up. This takes you to the other part of Courtyard 1F. There are two Blue and two Green Herbs here. Take the Wolf and Eagle medals and put them in the matching emblems on the columns around the fountain.



The fountain will drain and reveal an elevator going down.

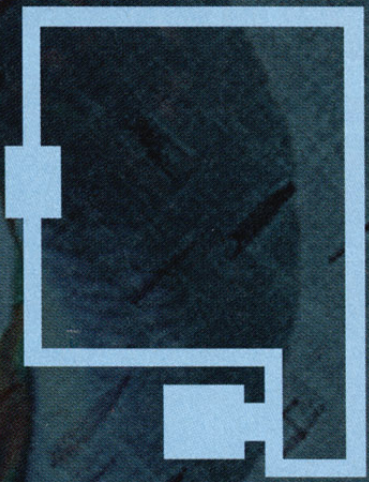


You're almost at the end.

Part 5

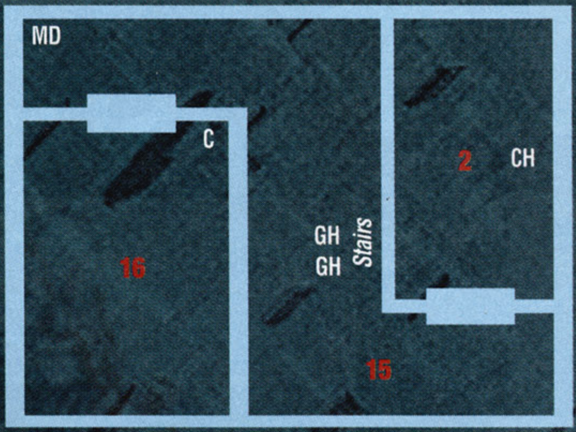
The Laboratory

Laboratory B1 (LB1)



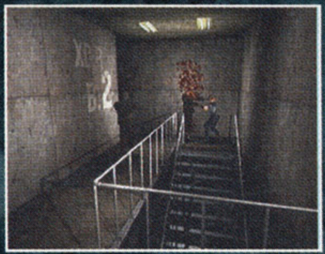
After taking the elevator, you're in a small room with a locked door at one end and a ladder leading down.

Laboratory B2 (LB2)



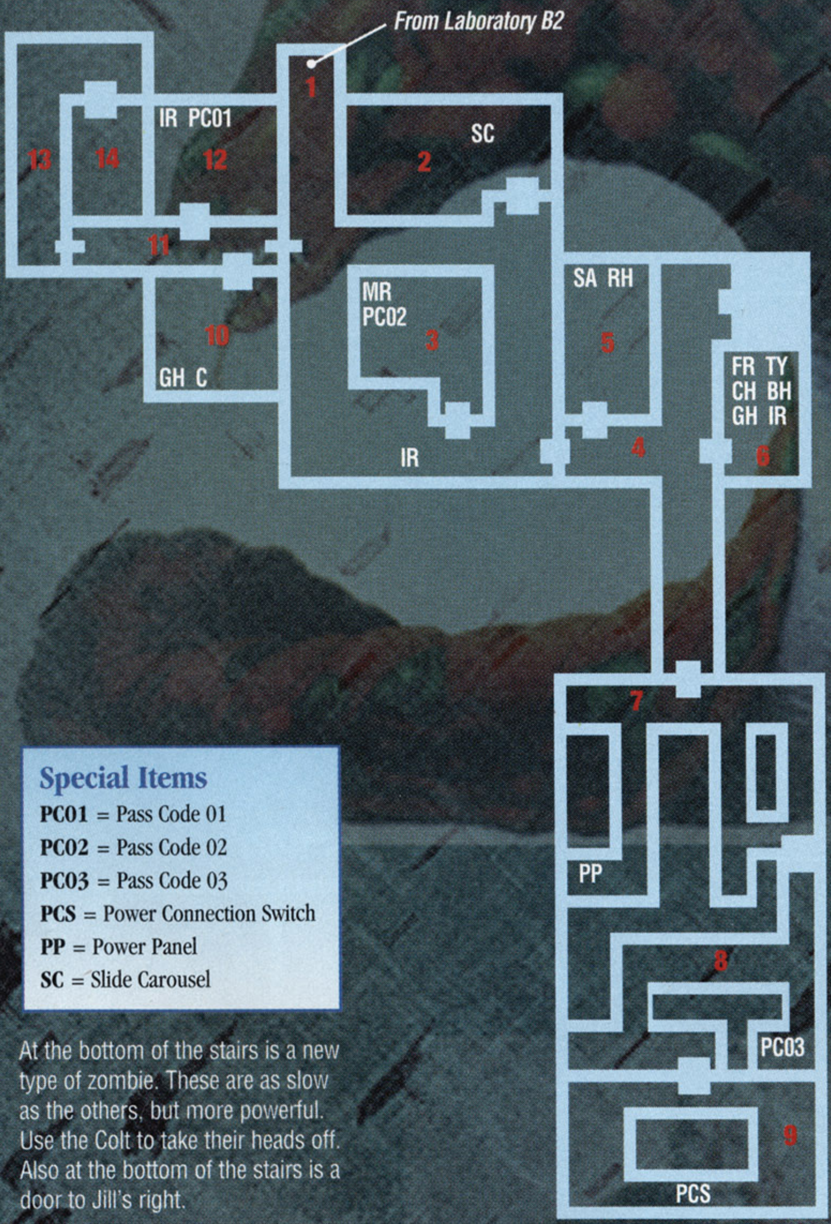
Special Items

MD = Mo Disk



Take the ladder down to B2 where you find a chest. Get the shotgun or Colt ready. Two zombies are in the next room. Blast them and go downstairs.

Laboratory B3 (LB3)

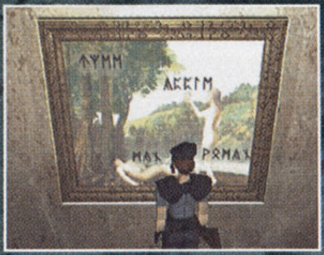


Special Items

PC01 = Pass Code 01
PC02 = Pass Code 02
PC03 = Pass Code 03
PCS = Power Connection Switch
PP = Power Panel
SC = Slide Carousel

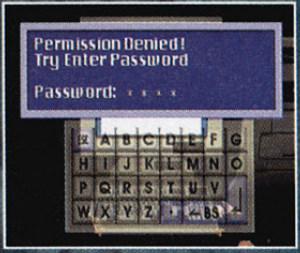
At the bottom of the stairs is a new type of zombie. These are as slow as the others, but more powerful. Use the Colt to take their heads off. Also at the bottom of the stairs is a door to Jill's right.

There is also an ink ribbon hidden in a crack in the floor of this level. Go into the door (LB3-11). When you enter, go into the room to Jill's left. Turn on the light switch and go to the bookshelf across from the door. Push the case aside and flip the switch behind it. Then go to the painting on the wall and make a note of the words.



Now, turn off the blue light and look at the painting again. Make a note of the symbols. There is a clip, Green Herb, and Researcher's Letter in the room.

Return to the main hall with the zombies and run straight ahead until you reach the double doors at the end of the hall. Go in the doors (LB3-2). There is a computer in this room. Before turning on the computer, read the Researcher's Letter carefully for the proper passwords. For the main password, match the letters on the painting to those on the letter.

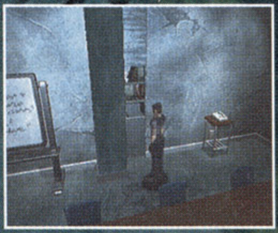


Permission Denied!
Try Enter Password
Password: ****

This disables the locks on the second and third sub-levels in the lab. Before leaving the computer room, get the slides off the floor. Go back to B2 and go into the visual data room (LB2-15). Put the slides in the projector and cycle through them.

MR-121 HUNTER

Go to the panel on the wall and push the button. After the column moves aside, get the lab key.



On the bookshelf are also notes on the Security System. When you go back into the main hallway, get the Mo Disk off the desk in the corner. Go back down to B3.

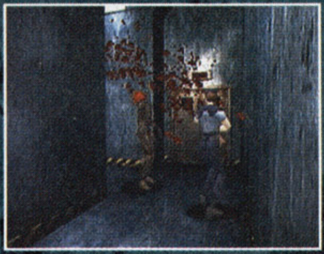
On B3, go back into the door to Jill's right. Walk down the hall (LB3-12) and go in the first door on the right. Have the Colt or shotgun ready, because there are several zombies in this room.

After gunning down the zombies, get the fax off the shelf by the air conditioner switch. In the corner in the wooden box is an ink ribbon. On the desk is a Pass Code Output Machine. Use a Mo Disk to get Pass Code 01.

Exit the room, go to the end of the hall, and enter the first pass code into the machine on the wall.

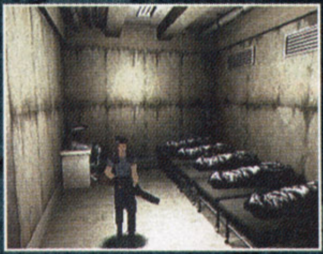
You've entered the pass code.

Go back to LB3-1 and use the lab key to get into LB3-4.



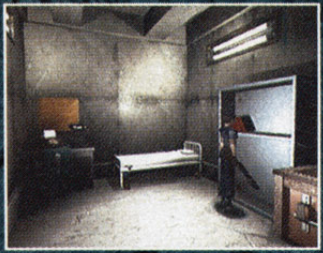
There are two zombies in this room. Introduce them to Mr. Colt. Then go into the room to the right of where you entered (LB3-5). Inside are two crates and a staircase. Push the crates over the two floor vents, then push the stairs against the wall under the vent shaft.

A Red Herb and shotgun shells are in the room. The air shaft takes you to LB3-3. Inside are magnum rounds and a Pass Code Output Machine. Use a Mo Disk and get Pass Code 02.



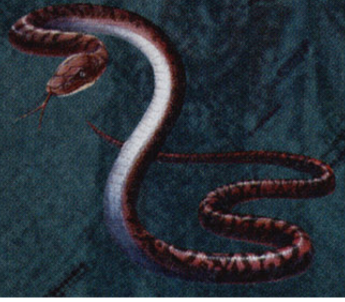
Exit the room.

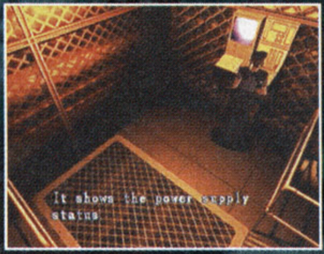
Now go to LB3-4, and go into the save room at the end of the hall (LB3-6).



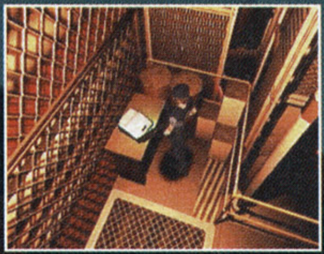
You find flame rounds, an ink ribbon, and Green and Blue Herbs. Save.

Leave the save room (and take a Mo Disk) and go to Jill's left. A power room's here. In the room, immediately go to Jill's right, then turn left. Turn on the power panel at the dead end.

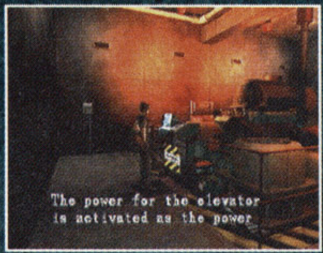



It shows the power supply status.

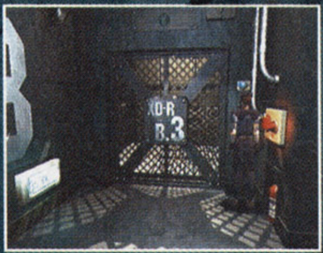
There is also something new here: gremlins. These critters walk on the ceiling and hang their sharp talons down to claw you. Try to avoid them, but when they're on the ground, a bazooka round at close range usually does the trick. After turning on the power at the power panel, go to the next power room (LB3-8).



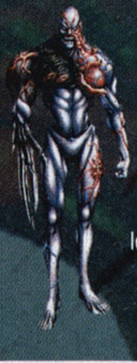
There are more gremlins here. When you first enter, run straight ahead to the dead end. There is a Pass Code Output Machine here. Get Pass Code 03, then backtrack and go to the left. The door to the last power room (LB3-9) is around the corner. There are no gremlins here, just switches. Press the power connection switch.



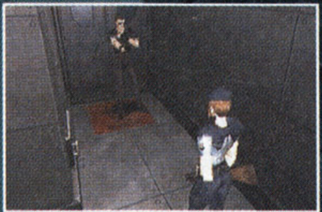
Get out of the power house. Go back to the save room and get the Beretta and all the ammo for it.

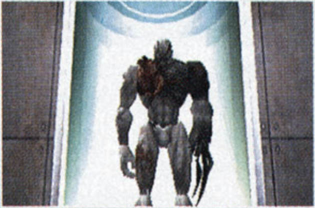


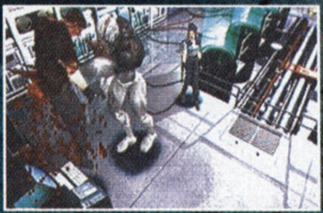
Then go to the elevator at the end of the hall opposite the power house. Turn it on and take it up.



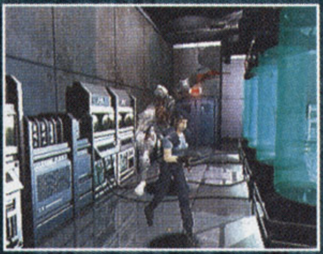
At the top is Wesker, who tells you of his insane plans and introduces you to Tyrant, the ultimate biological weapon.



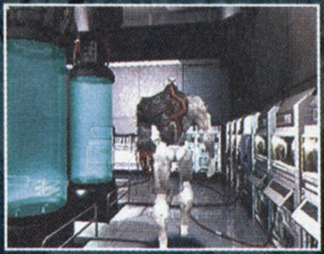




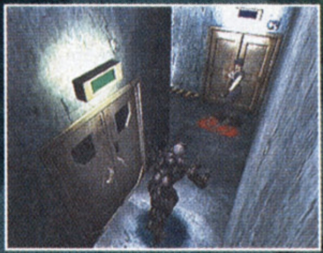
After Wesker gets his, you must fight Tyrant. Defeating Tyrant is rather easy. Tyrant moves slowly, so run ahead of it and pump off a few rounds when he's in range, then run away.



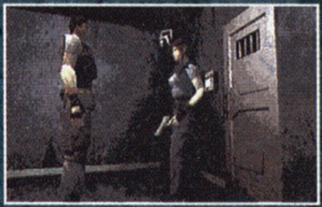
Eventually Tyrant dies.



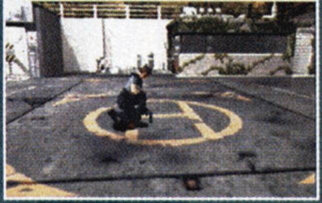
Before leaving the room, unlock the door using the computer and get the lab key off Wesker's corpse. Now take the elevator back to LB3-4. Go back to the door in LB3-11 and enter the final pass codes. Be careful when going into LB3-1 because gremlins have now replaced the zombies.



After entering the final code, go to the end of the hall and use the lab key to free Chris from his prison.



Go back to B1 and through the emergency door. At the end of the hall, put the battery in the slot and take the elevator to the helicopter pad. When you leave the elevator, get the flare out of the box to the right. Use the flare, and wait for the chopper to arrive.



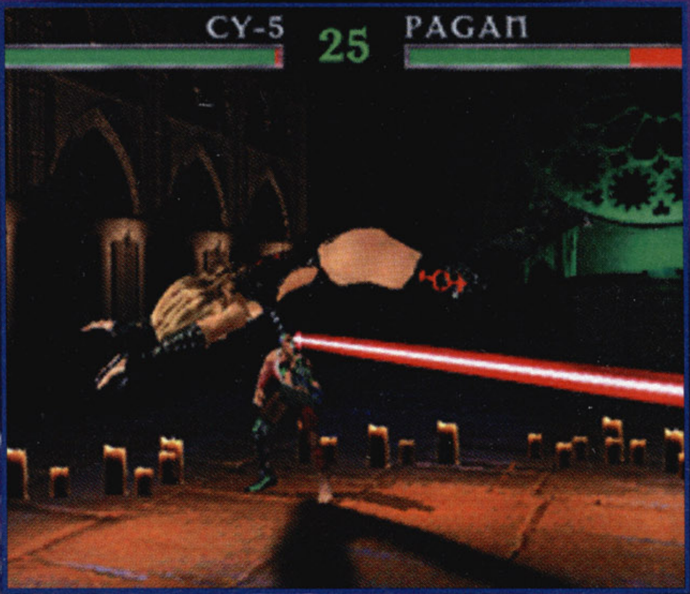
RESIDENT EVIL

WATCH OUT FOR War Gods

There's a new fighting game coming soon to arcades, and it looks like the best brawler yet! By Bruised Lee

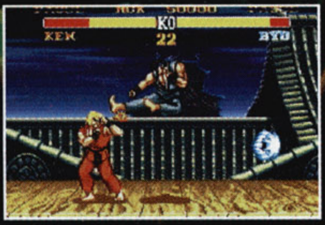
War Gods from Midway represents the new high point in the evolution of fighting games. Its breakthrough gameplay, however, is as simple as 1-2-3D.

Throughout the 1990s, fighting games have been evolving toward real 3D fighting, from the flat cartoon graphics and linear fighting style of Street Fighter to the polygonal look and moving camera of Toshinden. Welcome to the true 3D world of War Gods.



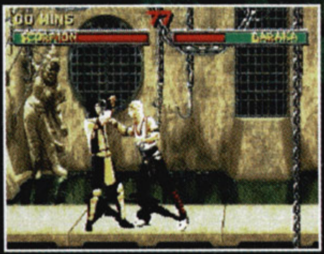
Fighting in a true 3D world, Pagan dodges CY-5's laser attack. When she lands, she will be on a separate playing field.

SF II and MK: The Precursors



Confronting each other in Street Fighter II's basic 2D playing field, Ken blocks Ryu's jumping kick.

The road to War Gods' 3D fighting begins back in 1991 with Capcom's Street Fighter II, the first true fighting game. Despite the flat cartoony look, the gameplay had remarkable depth. Each character had a unique fighting style and a special set of moves and combos. Fighting took place on a standard 2D playing field, which allowed the characters to move only left and right, and to jump within one line of the field without moving into the background. Holding the controller in the Away position put the characters in a defensive stance to block incoming moves.



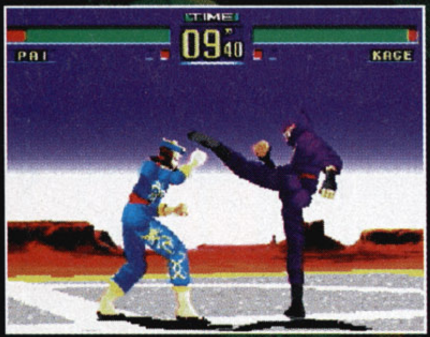
In Mortal Kombat, the innovative block button left gamers free to use the controller to buffer their next move.

In the wake of SF II's success, Midway unleashed Mortal Kombat on the world. Like SF II, MK's characters executed individual moves and combos on a 2D playing field, but the fighters were now digitized from film footage of live martial-arts experts and actors, creating a more realistic look.

Midway also took a different direction with its blocking system. Instead of holding the joystick in the Away position to block a move, players pressed a block button. SF II purists hated the block-button system, but it turned out to be critical to War Gods' 3D fighting design.

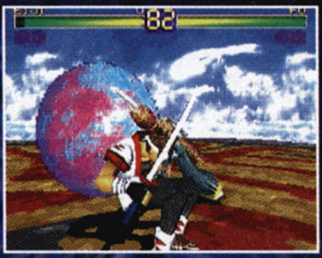
VF and Toshinden: From 2D to 3D

The next big jump along the path to the 3D fighting arena came in 1994 with the release of Sega's Virtua Fighter. VF's fast-moving polygonal fighters did indeed convey a dazzling 3D effect, but VF was still a 2D game. Although the playing field had 3D depth, the fighters remained unable to escape the 2D fighting line of SF II and MK. To give gamers the illusion of playing in 3D, multiple camera angles changed the action when players performed moves or when fighters were knocked down.



Don't let VF's gorgeous 3D look fool you – you're not actually fighting in 3D.

Building on VF's 3D background engine, Toshinden took the technology one step further – or rather, one sidestep further. In Toshinden players could freely sidestep



Sidestepping in Toshinden is sometimes more of a problem than a solution.

left or right to avoid incoming moves or projectiles. This advancement was very inventive, but fighters still fought on a 2D playing field.

Additionally, the SF blocking system posed a major problem for Toshinden's rotating cameras. Holding back on the joystick to block during a sidestep would often push characters in front of or behind the camera, thus making it almost impossible for players to know which way to block.

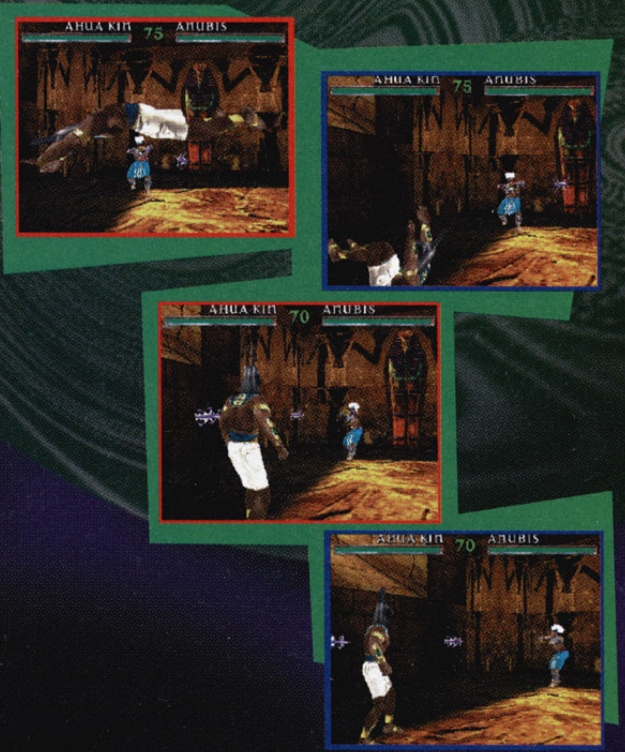
The War Gods World

In War Gods, Midway has knocked down the roadblocks to 3D fighting. They began with a block button, which a real 3D fighting game needs. Holding the joystick left or right to block works well only for 2D fighters, since in a 3D environment fighters are forced to use the joystick to move around several playing fields with multiple camera angles. Moreover, a block button eliminates the camera problems that plague Toshinden.

Next, Midway created the 3D button. The 3D button enables gamers to circle around the entire environment. Thus you can move anywhere onscreen at any given time. This unique control system is what makes War Gods the first true 3D fighting game.

Evading in 3D

PLAYING DEFENSIVELY IN 3D MODE, AHUA KIN DODGES TO THE LEFT SIDE OF THE FOREGROUND AS ANUBIS LAUNCHES MULTIPLE PROJECTILES FROM THE BACKGROUND.



How to Fight in 3D

George Petro and Joe Linhoff are the game designers behind War Gods. We asked them to discuss the creation of their game and its hottest features.

GamePro: *What were your goals for War Gods?*

George Petro and Joe Linhoff: When we started designing War Gods, our primary goal was to create a 3D fighting game that actually allowed characters to fight in 3D. Although there are other 3D fighting games, we consider them "attract mode 3D." They have a 3D look, but when you start playing, you're still fighting in two dimensions. You can only move left and right; you can't move around the fighting arena. You can't launch projectiles in 3D, attack in 3D, or evade in 3D.

GP: *So how is War Gods different?*

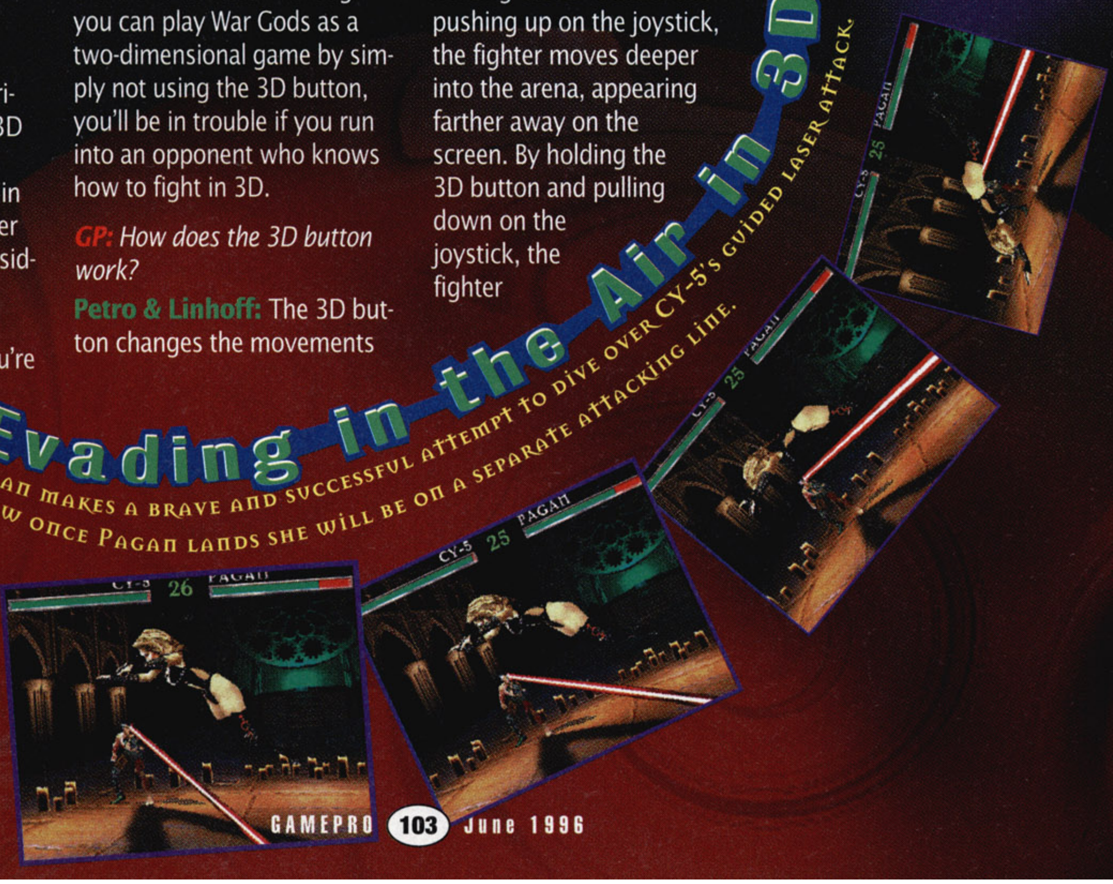
Petro & Linhoff: Through the addition of the 3D button, we allow full 3D movement and combat. Although you can play War Gods as a two-dimensional game by simply not using the 3D button, you'll be in trouble if you run into an opponent who knows how to fight in 3D.

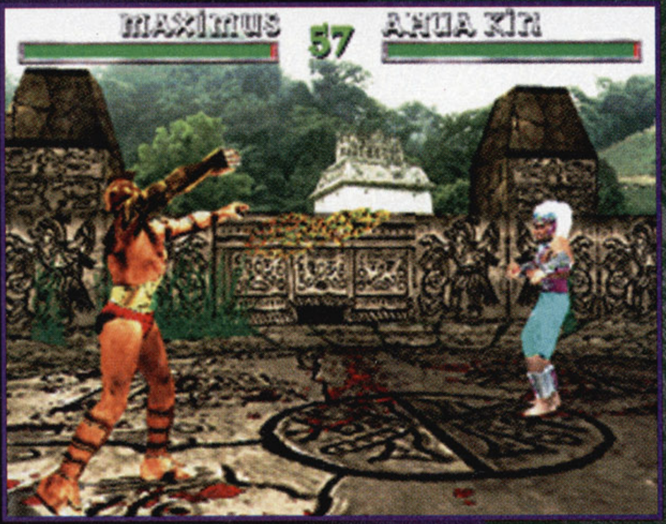
GP: *How does the 3D button work?*

Petro & Linhoff: The 3D button changes the movements triggered by the joystick. By holding the 3D button and pushing up on the joystick, the fighter moves deeper into the arena, appearing farther away on the screen. By holding the 3D button and pulling down on the joystick, the fighter

Evading in the Air in 3D

PAGAN MAKES A BRAVE AND SUCCESSFUL ATTEMPT TO DIVE OVER CY-5'S GUIDED LASER ATTACK. NOW ONCE PAGAN LANDS SHE WILL BE ON A SEPARATE ATTACKING LINE.





moves back out, appearing closer on the screen. This allows entirely new perspectives on the fight and the arena.

***GP:** How do projectiles work in 3D?*

Petro & Linhoff: Each of the fighters in War Gods has unique special moves and projectile attacks. These moves can be executed in 2D or 3D, but in 3D they have additional power. For example, Vallah can throw an ax in 2D. If the same move is executed in 3D, she throws two axes out at different angles. The projectiles become much more dangerous and difficult to evade when they are launched in 3D.

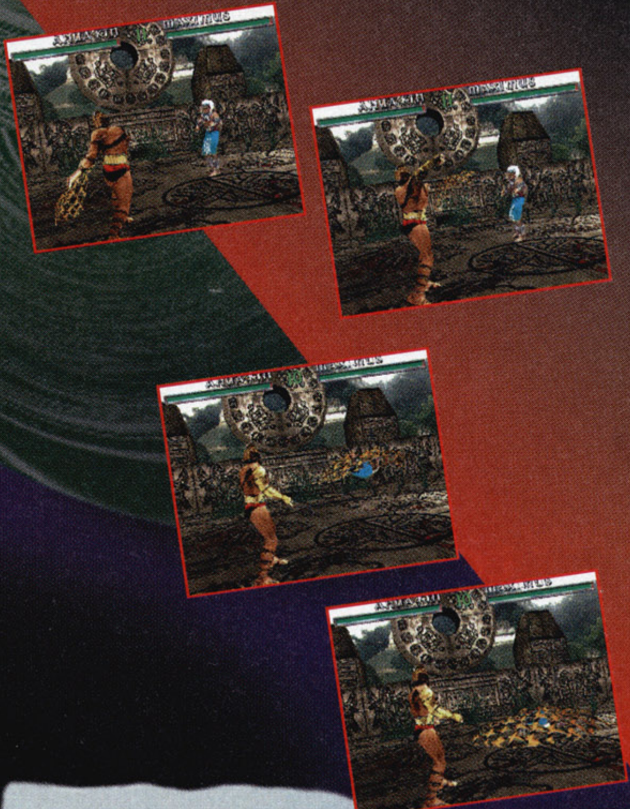
***GP:** How do you dodge attacks?*

Petro & Linhoff: 3D attacks can by evaded or dodged, but you need to execute a 3D move. To dodge in 3D, hold down the 3D and block buttons, then move the joystick up or down.

These are just the basics of fighting in 3D using the 3D button. As players get deeper into the world of War Gods, they will learn to use the 3D button for more advanced combinations and skills, such as controlling the angle of attack after a teleport. After a little practice, you'll see how fighting in 3D opens up a whole new world. G

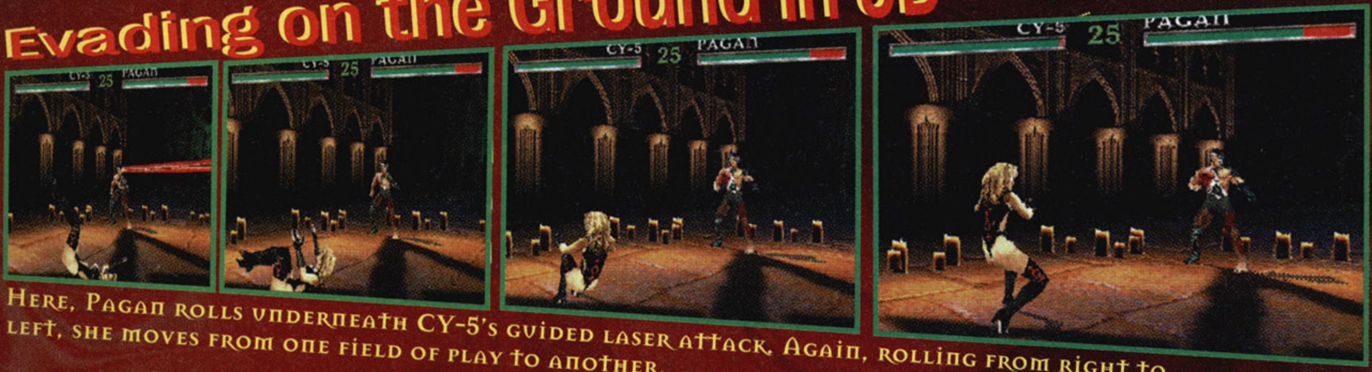
Caught in the 3D Action

Maximus throws his net projectile from the foreground into the background for a surprise attack against Ahua Kin.



CY-5
45
PAGAN

Evading on the Ground in 3D



Here, Pagan rolls underneath CY-5's guided laser attack. Again, rolling from right to left, she moves from one field of play to another.

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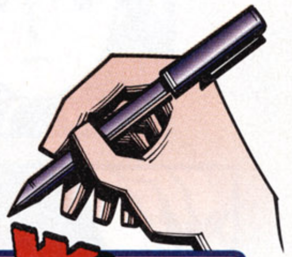

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SEGA CD

BEATING LUNAR ETERNAL BLUE

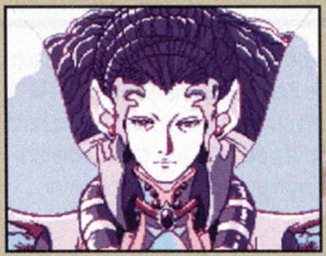
Having trouble defeating the latest installment of Lunar? Never fear, this strategy guide will show you how to defeat Zophar so you can see the first ending. And then we guide you to the second (real) ending!

By Major Mike

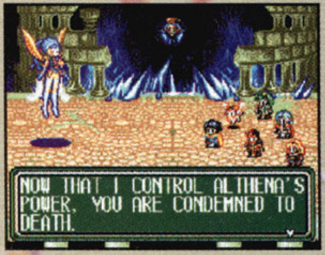
Let the Battle Begin

You've made it to Zophar, where the real battle begins. Zophar's attacks are damaging but easily manageable. Use basic attacks rather than magic in the first round. Save the magic for the second round and be sure you have plenty of magic and health items saved for the final confrontation.

Fighting Zophar



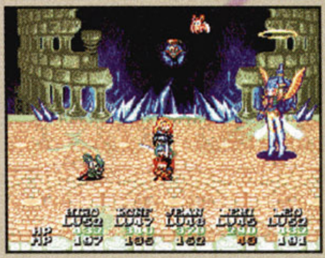
Before fighting Zophar, give the Blue Dragon Crest to Jean and give the White Dragon Crest to Lemina. During this battle, have Leo use the Flash Blade, have Lemina use the White Dragon Protect, have Hiro use the Poë Sword, have Jean use the Blue Dragon Vigor, and have Ronfar use the Rest Litany.



NOW THAT I CONTROL ALTHENA'S POWER, YOU ARE CONDEMNED TO DEATH.

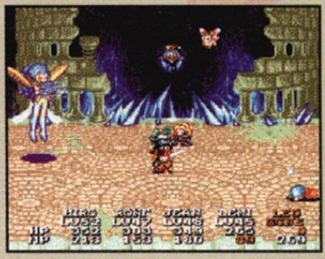
Zophar's Warning Signals

Ultra Vortex



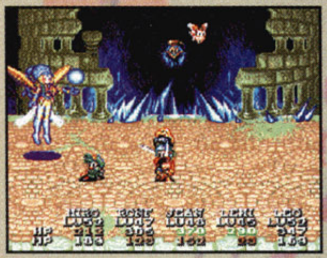
When Zophar holds a halo over his head, the Ultra Vortex sucks in all party members and causes damage.

Pain Pulse

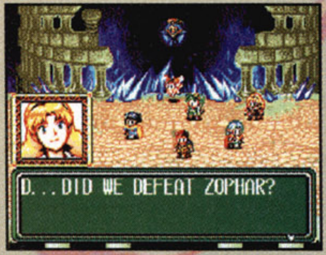


The Pain Pulse occurs when Zophar holds a static ball in his hands. It selects one member of your party, picks them up, and assaults them with fireballs. Although it damages only one person severely, the outcome is usually death. If the pincers miss an individual character, everyone takes damage to a lesser degree.

Bad Dream



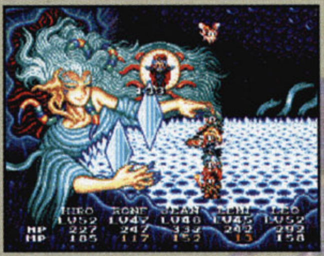
When Zophar holds a glowing ball in one hand, this attack launches a giant disco ball to the center of the screen, and Zophar then fires several laser shots that damage the entire party. He uses this as his first attack when you meet him.



D...DID WE DEFEAT ZOPHAR?

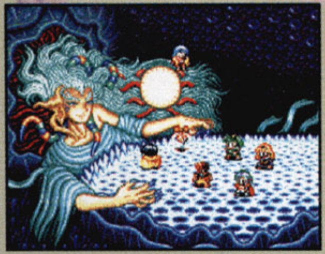
When you defeat Zophar, all is quiet. It's far from over, however. There's another, deadlier form of Zophar that must be defeated.

Master Zophar



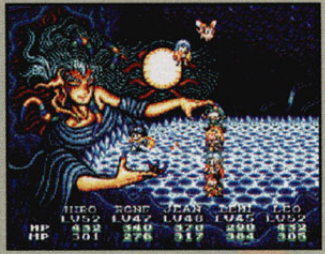
Now it's you against Master Zophar. In the first part of this battle, Lucia finally comes to realize what being human really is. In this sequence, you can't harm Zophar and must endure his attacks. Zophar can damage you, though, especially with his group attack, the Plasma Shock.

There are also individual attacks, like the Spark Cannon, that you should watch out for. Have Ronfar use his Rest Litany to keep party members fresh during this brief battle. Keep feeding Ronfar Silver Light icons when he runs low on magic.

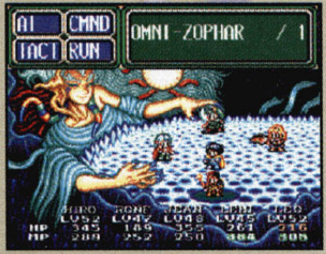


After eight or nine rounds against Zophar, Lucia comes to her realization and the real battle begins. Before the final battle with Zophar, Lucia restores the health and magic of each party member.

Omni Zophar

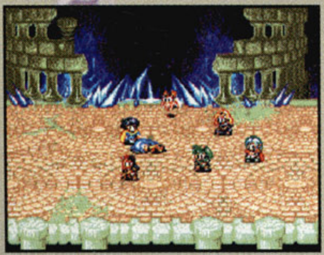


Zophar has three attack points – his face and both arms. Focus attacks on his face because that's where the damage counts. During this fight, have Lemina use the Pressure Cooker (first round only), have Hiro use the Poe Sword, have Jean use the Haduken, have Leo use the Flash Blade, and have Ronfar use the Rest Litany.

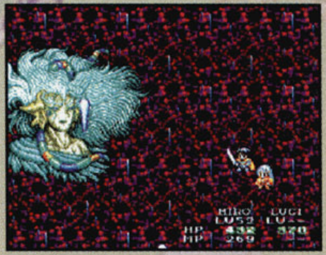


Omni Zophar's most damaging attack is the Hell Wave, which picks up an individual character and kills them by smashing them into the ground. Look for the telltale shadow on the ground. When a character falls under the shadow, either move them by attacking the face or defend that round – anything to get them off the shadow spot.

The End of Zophar

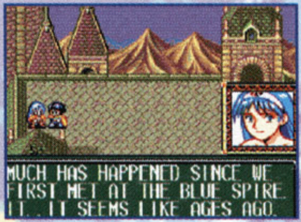


After defeating Omni Zophar, Lucia is freed. Zophar isn't finished yet, however. Now you fight a weakened Zophar using only Hiro and Lucia. Zophar isn't much of a challenge in this form and can be defeated in a few rounds.



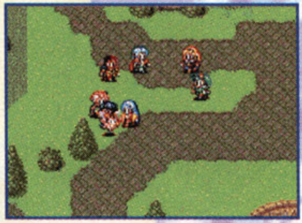
Hiro is the only controllable fighter this round. Use the Poe Sword attack. Lucia and Hiro combine powers for the last, fatal blow.

The End?

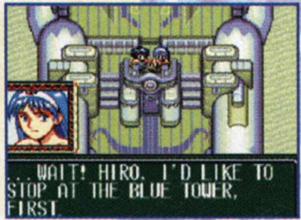


MUCH HAS HAPPENED SINCE WE FIRST MET AT THE BLUE SPIRE IT. IT SEEMS LIKE AGES AGO.

When you reappear, talk to Nall. He gives you a letter from Luna telling you what to do about Lucia. Go into the building and find Lucia on the roof.

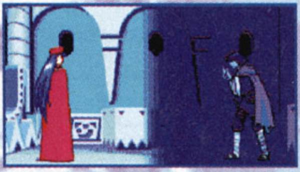


After talking to the members of your party, leave Ruby with Nall. When you leave the village, the first ending will begin.



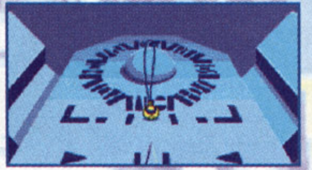
...WAIT! HIRO. I'D LIKE TO STOP AT THE BLUE TOWER, FIRST.

On the way to Gwyn's, Lucia will want to return to the Blue Tower.



In the tower, Lucia puts up a barrier between herself and Hiro. She announces she must return to the Blue Star.

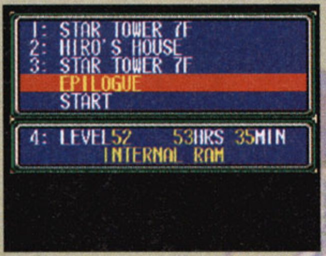
Despite Hiro's pleas, Lucia bids him farewell.



HIRO TOOK LUCIA'S PENDANT.

Lucia exits but leaves her pendant behind. Hiro retrieves it. On to the next adventure...

Epilogue

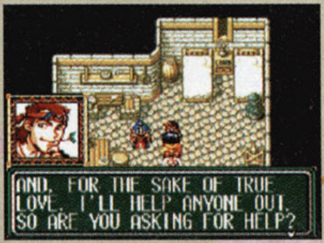

1: STAR TOWER 7F
2: HIRO'S HOUSE
3: STAR TOWER 7F
EPILOGUE
START

4: LEVEL52 53HRS 35MIN
INTERNAL RAM

After the first ending, go back to the screen where you saved your games. You'll see a new entry, "Epilogue." Highlight it, and you can see the game's real ending.

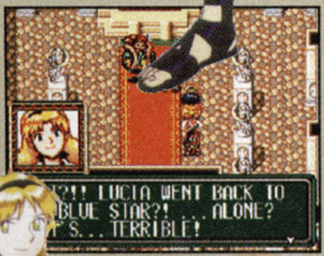
Reunion Time!

Ronfar


AND, FOR THE SAKE OF TRUE LOVE, I'LL HELP ANYONE OUT. SO ARE YOU ASKING FOR HELP?

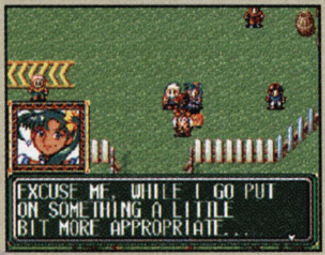
You start back at Gwyn's house. The first party member you find is Ronfar, who is in the city of Raculi. The easiest way to collect the party members is to use the city of Dalton as a reference point.

Lemina


?!! LUCIA WENT BACK TO
BLUE STAR?! ...ALONE?
'S... TERRIBLE!

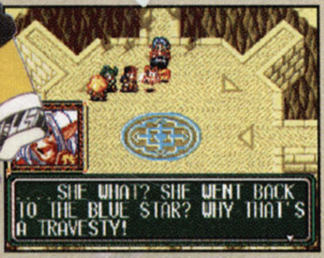
Go northeast to Vane and find Lemina in the throne room.

Jean


EXCUSE ME. WHILE I GO PUT ON SOMETHING A LITTLE BIT MORE APPROPRIATE...

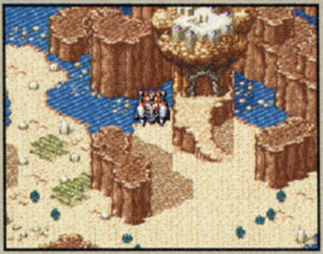
From Vane, travel east until you reach Nota. Pass under the bridge at Nota, then travel north until you reach the Carnival. Jean is in the back.

Leo

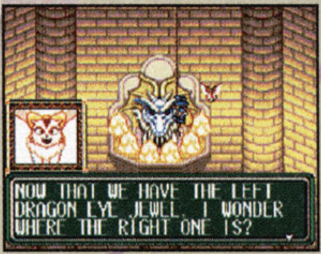

...SHE WHAT? SHE WENT BACK TO THE BLUE STAR? WHY THAT'S A TRAVESTY!

From the Carnival, travel southeast until you reach the Mystic Ruins. Remember what a pain it was getting to the bottom? Now you must get to the top. Leo is at the very top after you use the teleporter.

Dragon Ruins



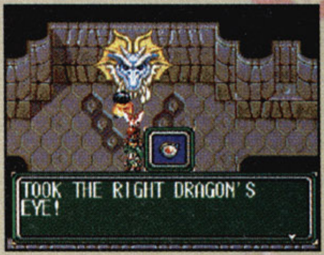
From the Mystic Ruins, go west back to Nota and under the bridge. Once you're past the city, go southeast, then south until you reach Dalton. Take Destiny on land at Dalton's port and head northeast until you reach the Dragon Ruins (where you started the game). Climb to the top room and get the Dragon Eye. Use the Dragon Wings to exit the building.


NOW THAT WE HAVE THE LEFT DRAGON EYE JEWEL, I WONDER WHERE THE RIGHT ONE IS?

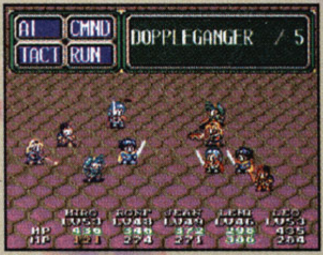
Ancient Tower

The next Dragon Eye lies in the Ancient Tower in the ice lands to the east. You need to exit the Destiny and travel north to find it.

The Eye is on the floor just below the top floor. The easiest way to navigate the tricky corridors is to go to the basement and then find the door to the top floor. Before you can get the Eye, you must fight a phantom sentry. To defeat him, have Ronfar use Rest Litany, Lemina use White Dragon Protect, Leo use Flash Blade, Jean use Blue Dragon Vigor, and Hiro use Poe Sword.


TOOK THE RIGHT DRAGON'S EYE!

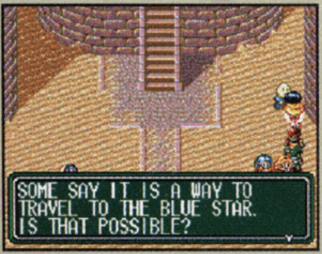
Dopplegangers



If you want a real challenge, after defeating the sentry, go to the floor above and fight a party that is a duplicate of yours. The reward is the Shaman Staff for Lemina. You're so close to the end, however, it doesn't make any difference if you get the Staff. If you go for it, you can beat the dopplegangers by first taking out the alter-Ronfar so he can't heal the others. Work on taking out the alter-Hiro and alter-Jean next.

Star Tower

Once you get the other Dragon Eye, exit the building and return to Destiny. Go to Dalton, then travel northeast toward Illusion Woods. When the Destiny can't go any further, leave and go north to the Star Tower. The tower has only a few floors, but you engage in battle every half-dozen steps or so. When you reach the sixth floor, there are two branches. Take the one on the right. When you enter a big, open room, save your game. Here, Hiro goes it alone and fights Star Dragon, whose fight pattern is similar to the sentry you met in the Ancient Tower.


SOME SAY IT IS A WAY TO TRAVEL TO THE BLUE STAR. IS THAT POSSIBLE?

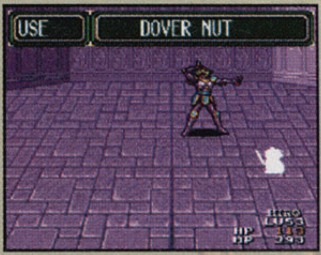
The Star Dragon

Equip Hiro with two Star Lights and fill up the rest of his inventory with Dover Nuts. Also equip him with the Heal Ring that restores hit points every round.

Star Dragon's Warning Signs

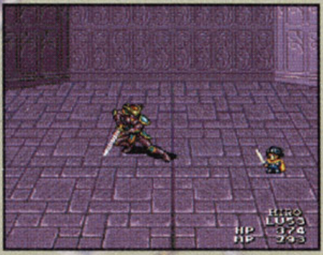
Fortunately, you get to strike first in this battle. Also, Dragon always reveals his attack by his stance, which weighs in your favor.

Mile-High Attack



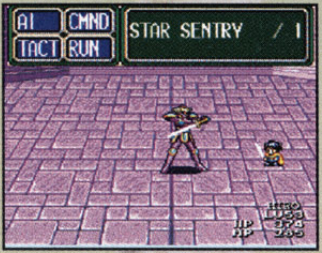
When Dragon stands with one arm out and the other behind him, he's ready to execute his Mile-High Attack. He jumps in the air and comes down with his sword. This does some damage, but you can survive two or three attacks before worrying about your hit points.

Aura Blast



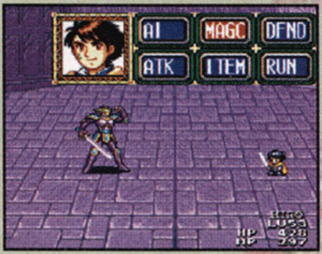
Leaning away from you with his sword at a downward angle, Dragon is ready to do his Aura Blast, an energy-wave projectile. Like the Mile-High Attack, this also does a fair share of damage.

Snake Attack



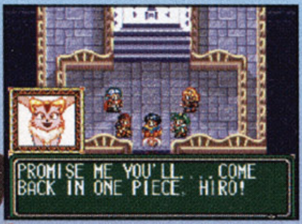
When Star spins his sword in both hands, don't bother attacking – it will be deflected. However, this is a great opportunity to use a Dover Nut or Star Light. He follows his defense with a wave that launches from his sword – but this doesn't always hit.

Slaughter Slice

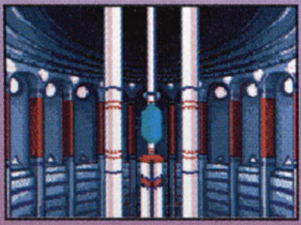


When Dragon stands with one arm cocked toward his head as if he's saluting and his eyes are glowing, he's ready to do his Slaughter Slice. This two-hit attack drains over half your hit points, so use a Dover Nut if you need to before he strikes.

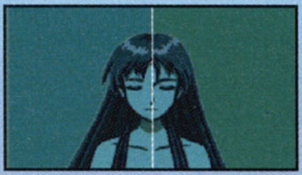
The End


PROMISE ME YOU'LL... COME BACK IN ONE PIECE, HIRO!

After defeating Star Dragon, you bid everyone farewell, then go to the tall crystal at the end of the hall.



Back on the Blue Star, things are as they were at the begining, with Lucia asleep.



Lucia is aroused by a tapping on her crystal shell. She awakens and finds Hiro clinging to the crystal, wearing her pendant.

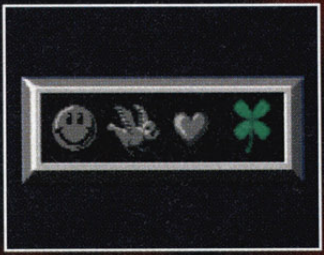
Hiro and Lucia go outside and find the storm has stopped.

GamePro's War Room Tips To RETURN FIRE for the PlayStation

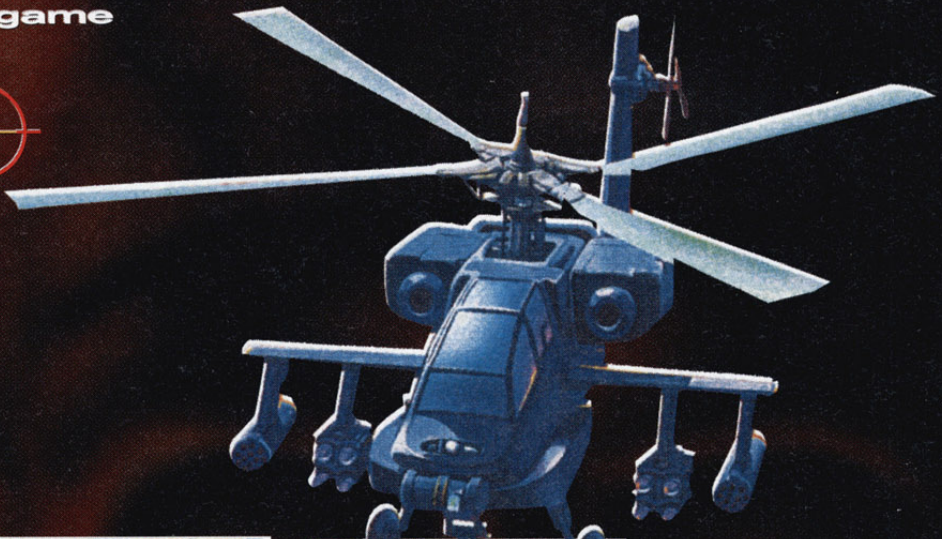
Enter GamePro's top-secret War Room to learn the best tactics for victory in one of the most fascinating strategy games ever.

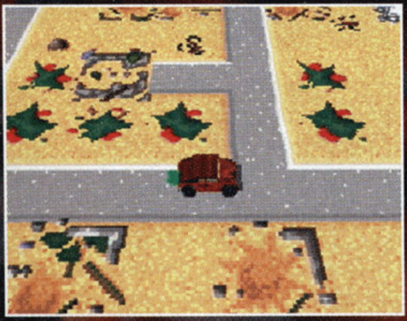
By Johnny Ballgame

GENERAL AND ONE-PLAYER STRATEGIES

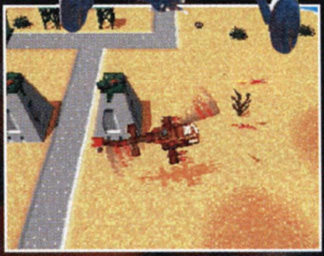


This password accesses more than 100 one-player levels.

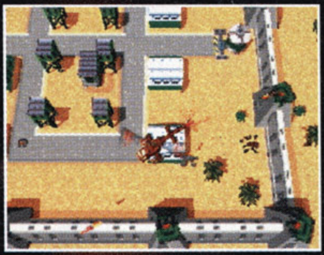




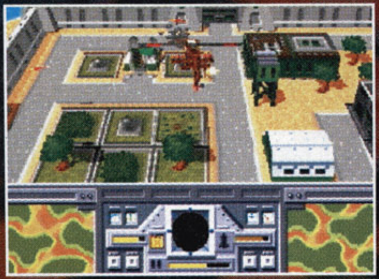
Use your tanks and ASVs to clear a path for your Humvee by taking out all enemies and gun turrets on the road between the flag and your bunker. If you send out the Humvee too early, it may be destroyed, and if you lose all your Humvees, you automatically lose the game.



Flying sideways in the helicopter uses no fuel.

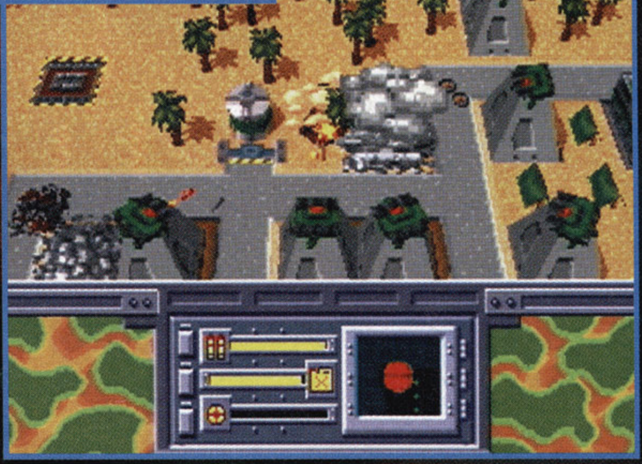


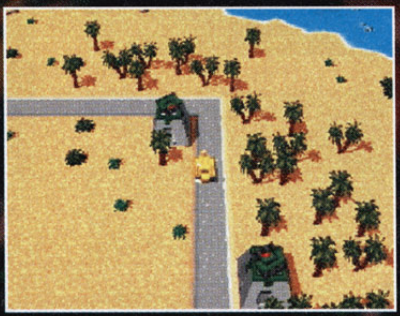
Never try to turn around in the helicopter while you're under heavy fire. Instead, fly by the enemies, and when you're out of range, turn around. Then fly back, ready to go on the offensive.



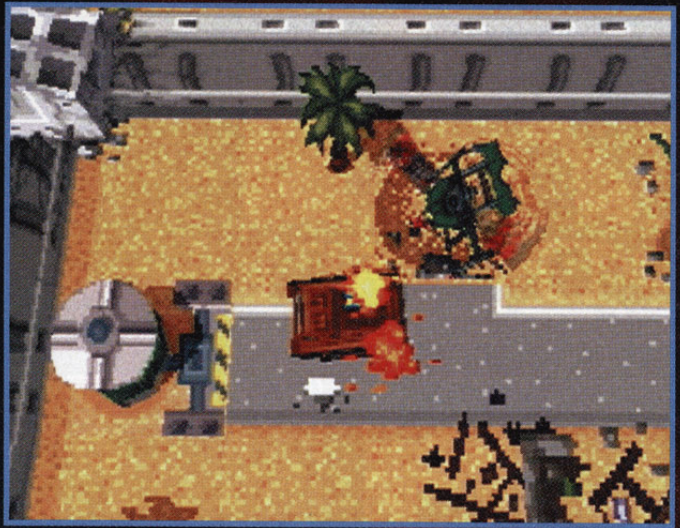
The helicopter is the best reconnaissance vehicle. It covers a lot of space quickly and looks for possible flag sites. Try to destroy the tower at this point with your rockets so you can determine whether it's a decoy.

When surrounded by enemy turrets, swing around to one of the edges or behind a group, and watch their missiles destroy each other.



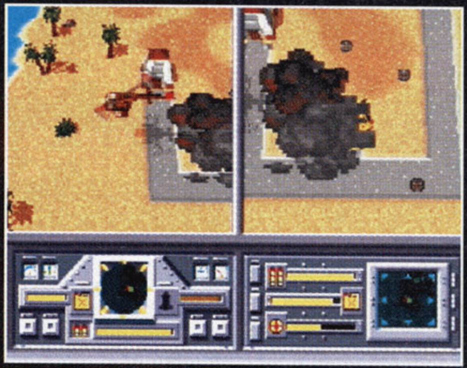


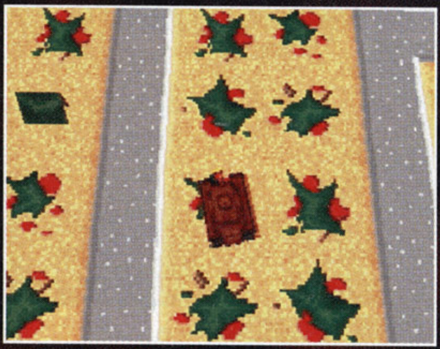
To travel faster, try to stay on the roads or the smoothest surface available. This tactic enables you to cover the greatest distance while expending the least amount of fuel.



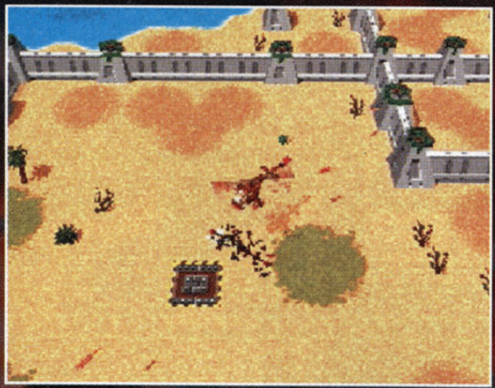
When you find your reloading or fuel tent, take out all the turrets around it, or they might destroy the tent before you're able to use it. Also, remember not to stay too long – if you do, drones will come looking for you.

If you place mines too close together, a chain reaction may occur when one detonates, and valuable mines may be wasted.

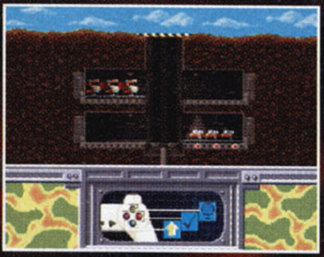




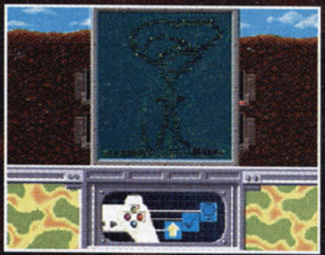
Run over all tents and destroy encampments before soldiers come out throwing grenades. As soon as you see a pack of soldiers, run them over before they strike you with explosives.



If you're taking a lot of hits, get back to your bunker to regain full strength.

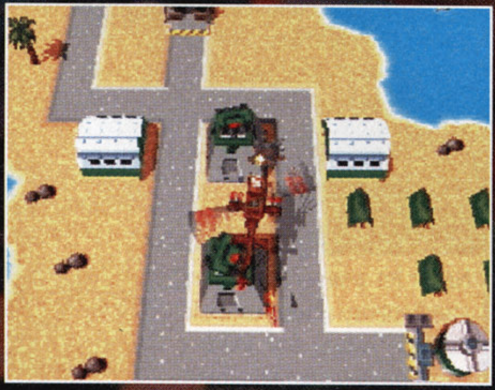


At the start of each game, check how many vehicles are allocated, and plan your strategy accordingly.

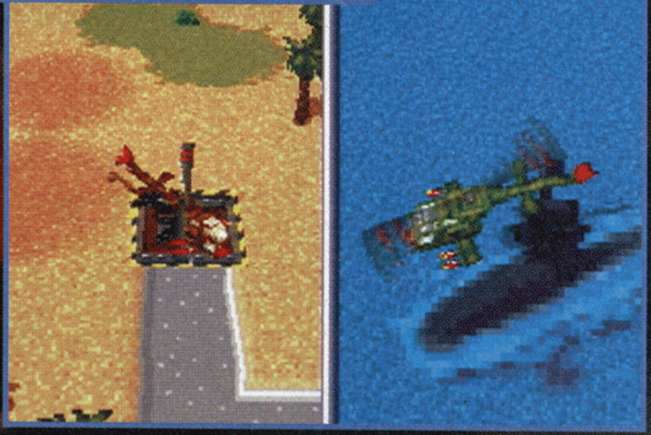


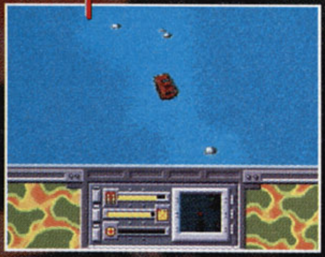
Your onscreen radar and bunker maps are invaluable tools for victory, so use them frequently. They let you know where you've been and where you need to go.

When you shoot an object with your helicopter's rocket, the next hit from any weapon will destroy the object.

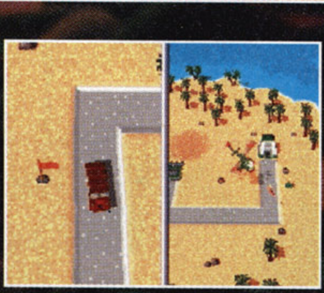


Use the enemy's sub to your advantage when another chopper's chasing you. Fly over the water and maneuver so the heat seeker finds the pursuit chopper rather than you.





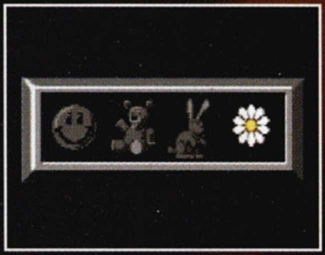
Cut across shallow water to save time and fuel.



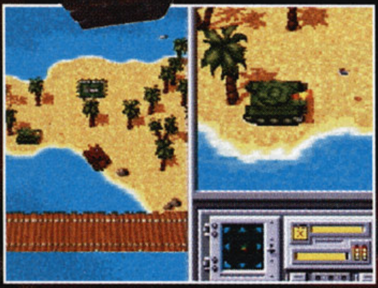
Use the helicopter to sweep mines for the Humvee.

RETURN FIRE

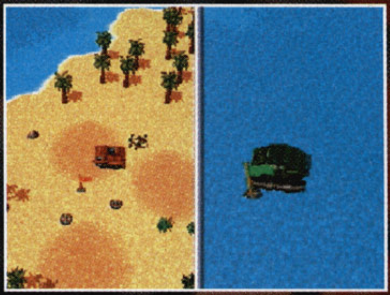
TWO-PLAYER STRATEGY



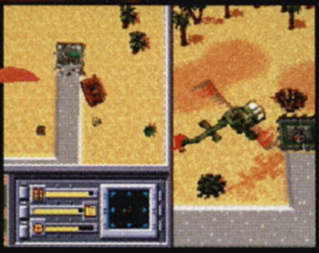
Use this code to access about 90 two-player levels.



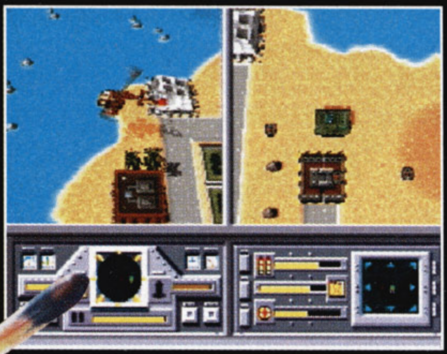
The tank is the best vehicle for two-player combat. Learn to use the turret quickly so you can attack your opponent while dodging his fire. This way, even if you're being chased, you can still shoot behind you, making life difficult for even the best Return Fire players.



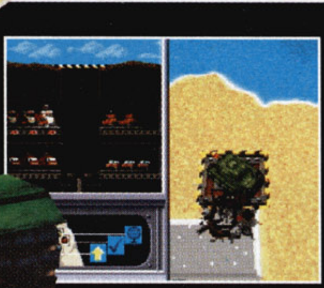
If your flag is captured, don't panic. Immediately go after your opponent and destroy their vehicle. Then switch to the Humvee and retrieve your flag. From here you have several options: You can stick the flag somewhere in the ocean, hide the flag on land and surround the area with mines, or place the flag in your bunker and it will be randomly placed in a new tower.



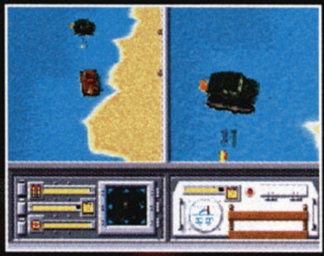
Never use the last rocket in the helicopter. You may need it to destroy an enemy mine placed on top of your bunker.



Place mines on top of and around your enemy's bunker, but don't place them on top of the bunker when he's inside, or they'll disappear when he comes out.

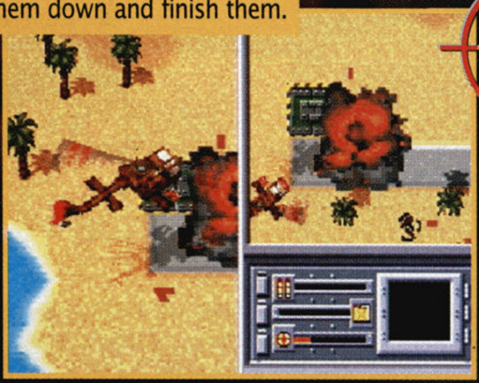


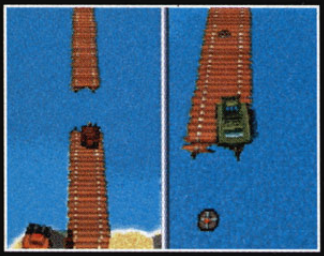
If the enemy's on top of your bunker doors when you exit, they'll be destroyed.



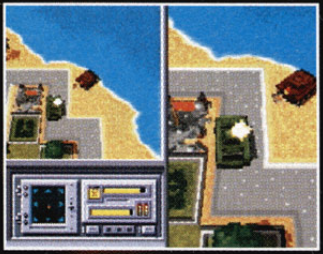
Besides retrieving the flag, another way to win is to destroy all your enemy's Humvees. Look at their screen to see where they are at all times. Set traps with mines, plan ambushes, and mount an all-out attack on their arsenal.

Never let a severely damaged enemy return to their bunker. This is war: Hunt them down and finish them.





Destroy bridges between the enemy's current location and where they need to go. This limits the enemy's vehicle choice to the helicopter and Humvee, making it easier for you to control the game.



The best offense is often a good defense. Whenever an opponent comes into your territory, go after them and destroy their vehicle. Also, lay mines on bridges around your territory and make the enemy think twice before crossing.

SONY PLAYSTATION

ZERO DIVIDE MOVE LIST

SPECIAL MOVES AND COMBOS FOR THE AWESOME WARRIORS IN THIS FUTURISTIC FIGHTING GAME!

ZERO

Type
Fighter
Main Weapon
Combination
Sub-Weapon
Throw

Attack Techniques

Raid Elbow:
Tap →, →, P

Raid Slice Kick:
Tap →, →, K

Raid Knee Kick:
Tap (↑ K)

Raid Sole Butt:
Tap (→ P K)

Rising Palm:
While rising from a crouch,
tap (→ P)

Middle Kick:
While rising from a crouch, tap K

Spinning Back Kick:
While rising from a crouch,
tap (← K)

Toe Cutter:
Tap (↖ K)

Hammer Kick:
Tap ←, →, K

EXE Breaker:
Tap ↓, →, P

Double Spin Kick:
Tap K, K

Throwing and Grappling Techniques

One-Hand Throw:
Tap (G P)

Brain Buster:
Tap ←, →, →, (G P)

R.N.B.:
When behind opponent, tap (G P)

Techniques for Attacking Fallen Opponents

Heel Press:
Tap (↓ K)

Body Press:
Tap (↑ P)

Megaton Body Press:
Hold (↑ P)

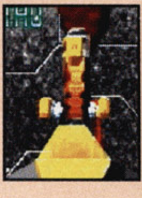
Combos

Rising Palm Combo:
Tap P, P, P, (→ P)

Basic Pattern Combo:
Tap P, P, K

Spin Kick Combo:
Tap P, P, P, (P K)

TAU



Type
Creature
Main Weapon
Neil
Sub-Weapon
Tail Needle

Attack Techniques

Straight Claw:
Tap (→ P)

Side Claw:
Tap (↘ P)

Tail Upper:
Tap ←, (↘ K)

Four-Feet Kick:
Tap →, →, P

Side Chop:
Tap ↓, ↓, (→ K)

One-Side Kick:
Tap →, →, K

Buggy Roll:
Tap →, ↓, ←, K

Throwing and Grappling Techniques

Needle Throw:
Tap (G P)

T. Swing:
Motion ← ↙ ↓ ↘ → (P K)

Techniques for Attacking Fallen Opponents

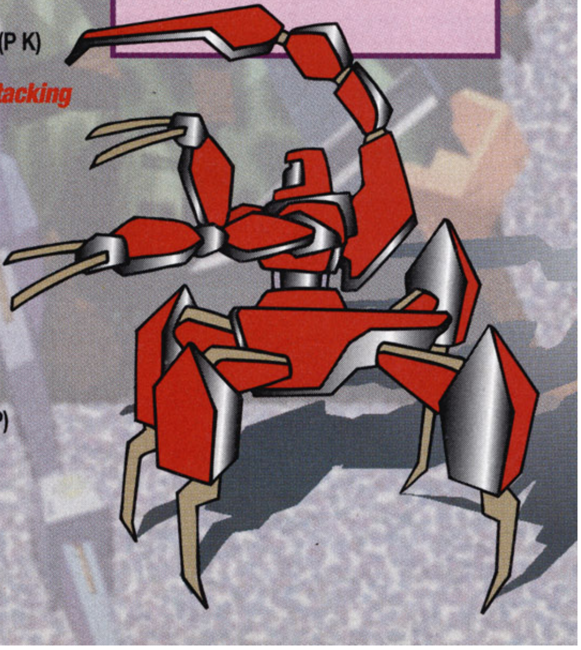
Four-Feet Press:
Tap (↓ K)

Small Screw Press:
Tap (↑ P)

Large Screw Press:
Hold (↑ P)

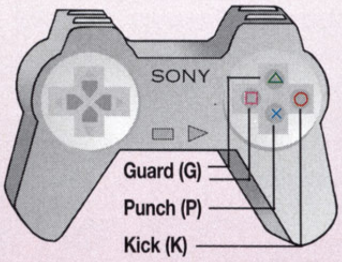
Combo

Shredder Combo:
Tap K, K, (→ P), (→ P)



Controller Legend

Guard = Button Triangle, Button Square
Kick = Button Circle
Punch = Button X
( ) = Execute commands in parentheses simultaneously



The Basics

Tap ←, ←, or tap →, → = Hop-step backwards or forward
Tap →, hold → = Run toward opponent
Tap ↓, ↓, G, or tap ↑, ↑, G = Sidestep around opponent

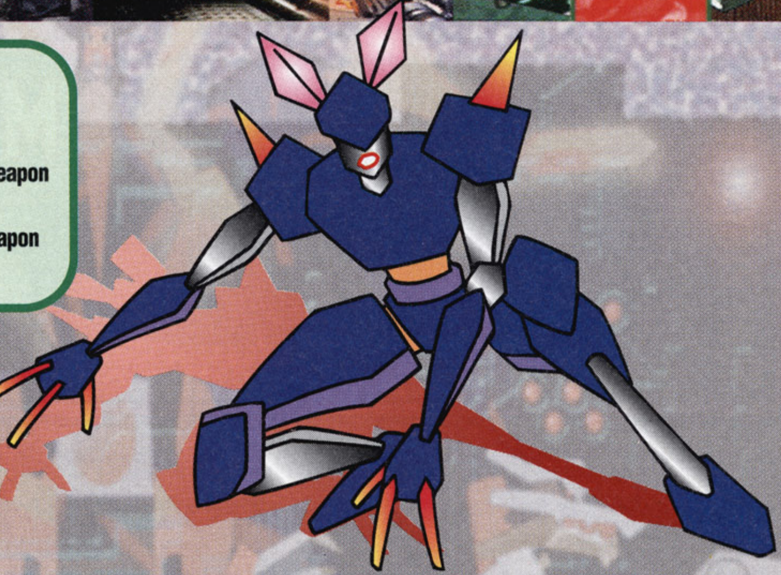
Recovery Moves

Perform these moves when your fighter is hanging from the edge of the ring:

Nothing pressed = Jump into the ring
Tap ↑ = Mid-level attack upon returning to the ring
Tap ↓ = Return to the ring without jumping

Perform these moves when your fighter is rising from the ground:

Nothing pressed = Rise
Tap ↓ = Rise with a back flip
Tap (↓ G) = Rise with a side flip
Tap (↑ K) = Mid-level attack when rising
Tap (↓ K) = Low-level attack when rising
Tap K during a back flip = Back-flip attack when rising
Tap K during a side flip = Side-flip attack when rising



Sony PlayStation

ZERO DIVIDE MOVE LIST

WILD 3

Type
Soldier
Main Weapon
Knife
Sub-Weapon
Shotgun

Attack Techniques

Spin Punch:
Tap (→ P)

Jackknife:
Tap (↘ P)

Middle Gun:
Tap →, →, P

Break Gun:
Tap (P K)

Drop Kick:
Tap ↓, →, K

High Shot:
Tap ↓, →, P

Low Shot:
Tap ←, ↓, P

Swing Gun:
Tap ←, →, P

Low Kick:
Tap (↘ K)

Knee Kick:
Tap (→ K)

Tackle:
Tap ←, ←, (→ P)

Elbow:
Tap →, (← P)

Throwing and Grappling Technique

W Impact:
Tap (G P)

Techniques for Attacking Fallen Opponents

Finishing Shot:
Tap (↓ K)

Small Hip Dive:
Tap (↑ P)

Large Hip Dive:
Hold (↑ P)

Technique for Disabling an Opponent's Guard

Unlock Bash:
Tap ←, (G P)

Note: This move defeats a high guard.

Combos

Wild A Combo:
Tap P, P, K, K

Wild B Combo:
Tap (→ P), P, P

IO

Type
Bizarre
Main Weapon
Nail
Sub-Weapon
Heel

Attack Techniques

Killer Chop:
Tap ↓, →, P

Nail Smash:
Tap →, →, P

Priss Kick:
Tap →, →, K

Heel Kick:
Tap (P K)

High Kick:
Tap (↘ K)

Rewind Kick:
Tap (← K)

Straight Nail:
Tap (→ P)

Replacer:
Tap (↗ G)

Knee Kick:
Tap (→ K)

Middle Kick:
While rising from a crouch, tap K

Heel Cutter:
Tap ←, (→ K)

Cross Nail:
Tap ←, ↓, (→ P)

Throwing and Grappling Techniques

Escort Throw:
Tap (G P)

Priss Strangler:
Tap →, →, (G K)

Bloody Back:
When behind the opponent, tap (G P)

Techniques for Attacking Fallen Opponents

Nail Chop:
Tap (↓ P)

Small Heel Press:
Tap (↑ P)

Large Heel Press:
Hold (↑ P)

Reversal Technique

Kick Compiler:
Tap (← G)

EOS

Type
Judo Wrestler
Main Weapon
Karate
Sub-Weapon
Throw

Attack Techniques:

Rikidou:
Tap →, →, P

Oogoma:
Tap →, →, K

Tatmisukui:
Motion ↓ ↘ P

Ashizuri:
Tap (↘ K)

Tatamikuzushi:
Tap →, →, →, P

Uwa Uradatami:
Tap (→ P)

Naka Uradatami:
Tap (↘ P)

Tatamigaeshi:
Tap (← P), (→ P)

Throwing and Grappling Techniques

Seoinage:
Tap (G P)

Tomoenage:
Tap (← G K)

Sunearai:
Tap →, →, ↘, K

Kumagoroshi:
When behind the opponent, tap (G P)

Onigoroshi:
When opponent is crouching, tap (↓ P K)

Techniques for Attacking Fallen Opponents

Acho:
Tap (↓ P)

Kawarawari:
Tap (↑ P)

Oogawarawari:
Hold (↑ P)

Techniques for Disabling an Opponent's Guard

Morotebari:
Motion ↓ ↙ (G P)

Note: This defeats an opponent's low guard.

Karetebari:
Tap ←, (G P)

Note: This defeats an opponent's high guard.

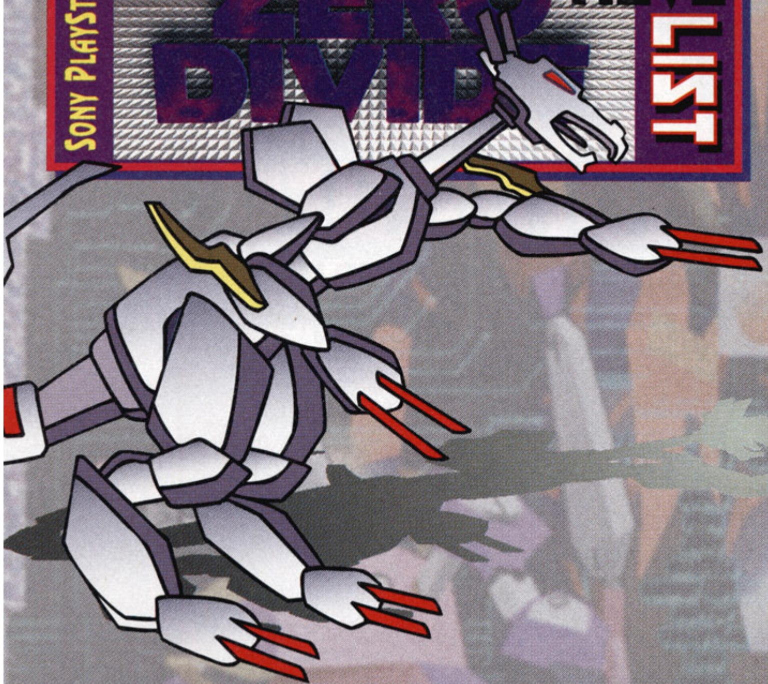
Reversal Technique

Yawaragatame:
Tap (← G)

Note: This reverses high punches.

Sony PlayStation

ZERO DIVIDE MOVE LIST



NEREID

Type
Monster
Main Weapon
Neil
Sub-Weapon
Drill

Attack Techniques

Low Stab:
Tap (↘ P)

Killer Nail:
Tap (→ P)

Drill King:
Tap →, →, P

Backwards Kick:
Tap (← K)

Heel Hammer:
Tap (↓ K)

Bloody Chop:
Tap (→ P K)

Bad Slide:
Tap (P K)

Gaddem Drill:
Tap →, ↓, (P K)

Cool Kick:
Tap ←, (↘ K)

Dirty Upper:
While rising from a crouch, tap P

Step Back:
When opponent is behind you, hold G, tap ←, ←

Unfair Punch:
Tap (← P)

Note: This penetrates an opponent's low guard.

Throwing and Grappling Techniques

Crazy Drill:
Tap (G P)

Super Bad Throw:
When opponent is behind you, tap (G P)

Techniques for Attacking Fallen Opponents

Drill Press:
Tap (↓ K)

Small Hell Press:
Tap (↑ P)

Large Hell Press:
Hold (↑ P)

Technique for Disabling an Opponent's Guard

Guard Crusher:
Tap (P K G)

Note: This defeats an opponent's high guard.

Combos

Happy Nail Combo:
Tap P, P, (→ P), P

Abnormal Combo:
Tap (← K), (→ K), P, P

Crazy Machine Combo:
Tap (→ P), (← P), P, P

DRACO

Type
Dragon
Main Weapon
Tail
Sub-Weapon
Breath

Attack Techniques

Headbutt:
Tap (→ P)

Tail Back:
Tap →, →, K

Middle Kick:
Tap (→ K)

Low Kick:
Tap (↘ K)

Tail Dive:
Tap (↑ K)

High Breath:
Tap →, →, P

Upper Breath:
Tap (↑ P)

Low Breath:
Tap ←, ↘, P

Mongolian Punch:
Tap ←, (→ P)

Shoulder Tail:
Tap ←, ↓, →, K

Throwing and Grappling Techniques

Dragon Nip:
Tap (G P)

Hyper Headbutt:
Tap (↘ P)

Barbecue:
Tap ←, →, (G P K)

Techniques for Attacking Fallen Opponents

Chain Tail:
Tap (↓ K), K, K

Tail Bomb:
Tap (↓ P K)

Combos

Tail-Back Combo:
Tap →, →, K, K

Rapid Nail Combo:
Tap P, →, P, P, P, ↓, K

CYGNUS

Type
Ninja
Main Weapon
Lightblade
Sub-Weapon
Ninpo

Attack Techniques

Iaigiri:
Tap (← P)

Iaizuki:
Tap →, →, P

Shitaoozatou:
Tap (↘ P)

Shitahayate:
Tap (↘ K)

Nanahayate:
Tap (→ K)

Ganseki:
Tap ←, ←, K

Nagarezuki:
While dashing, tap P

Jump Stab:
Tap (↑ P)

Ninpo Yashichi:
Tap (↗ G)

Seibai:
Tap ←, →, (P K)

Shinkuugiri:
Tap ↓, ←, (P K)

Ninpo Tokeimawari:
Tap ↓, ↓, ↓, (P K)

Throwing and Grappling Techniques

Ninpo Ookanazuchi:
Tap (G P)

Ninpo Taruotoshi:
When behind the opponent, tap (G P)

Techniques for Attacking Fallen Opponents

Joubutsu:
Tap (↓ P)

Small Hayanie:
Tap (↑ P)

Large Hayanie:
Hold (↑ P)

Technique for Disabling an Opponent's Guard

Ninpo Gozagaeshi:
Motion ↓ ↘ (G P)

Note: This defeats an opponent's high and low guard.

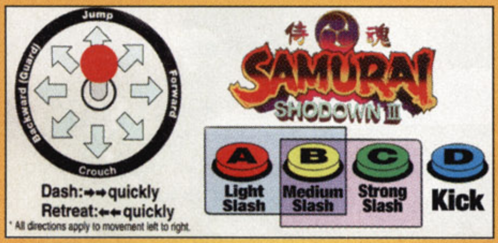
NEO•GEO

侍魂 SAMURAI SHODOWN III

Move List

By Major Mike

Controller Legend



K = Kick
LS = Light Slash
S = Slash
MS = Medium Slash
SS = Strong Slash

Tap → → = Dash toward opponent

Tap ← ← = Retreat quickly from opponent

Simultaneously tap Light Slash and Medium Slash when close to opponent = Dodge Back Attack

Simultaneously tap Medium Slash and Strong Slash = Crouch Block Attack

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

( ) = Execute commands in parentheses simultaneously.

* = Designates a move that can only be done when your POW bar is maxed out and flashing.

• = Designates a move that requires your weapon.

Simultaneously press Light Slash and Medium Slash = Sidestep attacks

Simultaneously press and hold Light Slash, Medium, and Hard Slash = Power up POW meter

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Haohmaru

Slash/ Chivalry Moves

•Zankousen:
Motion → ↘ ↓ ↙ ← SS

•Secret Cyclone Slash:
Motion ↓ ↘ → S

•Secret Crescent Moon Slash:
Motion → ↙ ↓ ↘ S

•Shipuu Kogetsuzan:
In close, motion → ↙ ↓ ↘ S

•Secret Earthquake Slice:
Motion ← ↓ ↙ S

•Secret Flying Cyclone Slash:
During jump, motion ↓ ↘ → S

•Hishou Resshinzan:
During jump, motion ↓ ↙ ← SS

*•Tenhafuujinzan:
Motion → ↓ ↘ → ↓ ↘ (LS MS)

Bust/ Treachery Moves

•Secret Cyclone Homicide Slash:
Motion ↓ ↘ → S

•Secret Crescent Moon Slash:
Motion → ↙ ↓ ↘ S

•Shipuu Kogetsuzan:
In close, motion → ↓ ↘ S

Gouha:
Motion → ↓ ↘ K

•Typhoon Wave:
Motion ↓ ↘ → K

•Serene Slice:
Motion ↓ ↙ ← → SS

*•Tenha Dankuu Retsuzan:
Motion → ← ↙ ↓ ↘ → (SS K)

Kyoshiro Senryo

Slash/ Chivalry Moves

•Twirling Flame:
Motion ↓ ↘ → S

•Kaiten Kyokubu Ten:
Motion → ↓ ↘ S

Toad Plague:
Motion → ← ↙ ↓ ↘ → (LS SS)

•Tsunami Crunch:
Motion ↓ ↘ → S

•Kyoshiro Enbu:
Motion ↓ ↘ → ↓ ↘ → SS

•Smoldering Blood Pounce:
During jump, tap ↓, LS

•Choubijishi:
Motion → ↘ ↓ ↙ ← S

*•Aragoto Kyoshiro Oni-no Mai:
Motion → ← ↙ ↓ ↘ → (MS SS)

Bust/ Treachery Moves

Kaen Kyokubu En:
Motion ↓ ↘ → S

•Twisting Heavens:
Motion → ↓ ↘ S

Eight-Coil Serpent:
Motion ↓ ↙ ← ↓ ↙ ← SS

•Kyoshiro Jig:
Motion ↓ ↘ → ↓ ↘ → SS

•Smoldering Blood Pounce:
During jump, Tap ↓, LS

•Lion Tail Blast:
Motion → ↘ ↓ ↙ ← S

*•Aragoto Kyoshiro Oni-no Mai:
Motion ↓ ↘ → ↓ ↘ → (MS SS)

Galford

Slash/ Chivalry Moves

Plasma Blade:
Motion ↓ ↘ → S

Shadow Copy:
Motion → ← ↙ ↓ ↘ → LS to reappear to the left of an opponent, or MS to reappear to the right of an opponent

Replica Attack (head rear):
Motion → ↘ ↓ ↙ ← (LS SS) to drop in front of an opponent, or (MS K) to drop behind an opponent

Imitate Replica:
When hit, tap (LS SS) to drop in front of an opponent, or (MS K) to drop behind an opponent

Rolling Crash:
In close, motion → ↓ ↘ SS

Rush Dog:
Motion ↓ ↘ → LS

Plasma Dog:
Motion ↓ ↘ → ↓ ↘ → LS

Machine-Gun Dog:
Motion ↓ ↘ → MS

Replica Dog:
Motion ↓ ↘ → SS

Overhead Crash:
Motion ↓ ↘ → K

*DMHS
(Double Mega Strike Heads):
Motion → ← ↙ ↓ ↘ → SS or K

Bust/ Treachery Moves

Plasma Factor:
Tap → or ↘, (LS MS)

Plasma Blade:
Motion ↓ ↘ → S

Shadow Copy (left right):
Motion → ← ↙ ↓ ↘ → LS to reappear to the left of an opponent, or MS to reappear to the right of an opponent

Replica Attack (head rear):
Motion → ↘ ↓ ↙ ← (LS SS) to drop in front of an opponent or (MS K) to drop behind an opponent

Imitate Replica:
When hit, tap (LS SS) to drop in front of an opponent, or (MS K) to drop behind an opponent

Strike Heads:
In close, → ↓ ↘ K

DSH (Dash Strike Heads):
When in close and dashing toward the opponent, motion → ↓ ↘ K

•Lightning Slash:
Motion → ↓ ↘ SS

*•LST
(Lightning Strike Three):
Motion → ↘ ↓ ↙ ← → SS

Hanzo Hattori

Slash/ Chivalry Moves

Kage:
Tap ↓, ↓, LS

Ninja Exploding Dragon Blast:
Motion ↓ ↙ ← S

Kage Bunshin:
Motion → ← ↙ ↓ ↘ → LS or MS

Tenbu:
Motion → ↘ ↓ ↙ ← (LS MS SS)

Chizan:
Motion ← ↙ ↓ ↘ → (LS MS SS)

Ninja Buddah Reverse Blow:
When taking a hit, tap (LS SS)

Ninja Devil Reverse Blow:
When taking a hit, tap (MS K)

Repuu Shuriken:
During jump, motion ↓ ↘ → S

Ninja Strike:
In close, motion → ↓ ↘ (SS K)

Ninja Strike Dash:
When in close and dashing toward the opponent, motion ↓ ↘ → (SS K)

*Mijin Gakure:
Tap ↓ ↓ ↓ (LS MS)

Bust/ Treachery Moves

Shizune:
Tap ↓, ↓, LS

Ninja Exploding Dragon Blast:
Motion ↓ ↙ ← S

Kage Bunshin:
Motion → ← ↙ ↓ ↘ → LS or MS

Tenbu:
Motion → ↘ ↓ ↙ ← (LS MS SS)

Chizan:
Motion ← ↙ ↓ ↘ → (LS MS SS)

Ninja Monkey Dance:
Motion ← ↓ ↙ any button

Repuu Shuriken:
During jump, motion ↓ ↘ → any slash

Ninja Exploding Atom Flash:
In close, motion → ↓ ↘ (SS K)

*•Dokuryuu:
Motion → ↘ ↓ ↙ ← → (SS K)

Shizumauru Hisame

Slash/ Chivalry Moves

•Scarlet Sword Downpour Thrust:
Motion → ↘ ↓ ↙ ← S

•Kirisame Yaeba Gouu:
Motion ↓ ↘ → S

•Scarlet Sword Hailfire:
Motion ← ↙ ↓ ↘ → LS

•Scarlet Sword Windshear Slice:
Motion ← ↓ ↙ S

•Scarlet Sword Crosscurrent Slicer:
Motion → ↙ ↓ ↘ S

*•Bou Kyouhuuzan:
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← (SS K)

Bust/ Treachery Moves

•Scarlet Sword Rains of Time:
During jump, tap ↓, SS

•Scarlet Sword Deadly Drizzle:
During jump, tap ↑, SS

•Scarlet Sword Mist Blast:
Motion ↓ ↘ → S

•Scarlet Sword Windshear Slice:
Motion → ↓ ↘ S

•Baiu Ensatsujin:
Motion → ↙ ↓ ↘ S

*•Amanagare Ressatsujin:
Motion → ← ↙ ↓ ↘ → (LS MS)

Nakoruru

Slash/ Chivalry Moves

Rela oh Chikiri:
In close, motion → ↓ ↘ K

•Annu Mutsube:
Motion ← ↙ ↓ S

•Rela Mutsube:
Motion ↓ ↘ → S

Kamui Risue:
Motion ← ↓ ↙ S

Hang onto Hawk:
Motion → ↘ ↓ ↙ ← K

Drop off Hawk:
While on Hawk, tap ↘ or ↓ or ↙, K

Attack While on Hawk:
Tap S

Kamui Mutsube:
While hanging on hawk, motion ↓ ↘ → SS

Rela Shiu:
Motion → ↘ ↓ ↙ ← LS

Shichikap Etu:
Motion → ↘ ↓ ↙ ← MS

Shichikap Am:
Motion → ↘ ↓ ↙ ← SS

*Elesi Kamui Rimse:
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← (LS MS)

Bust/ Treachery Moves

Lela O Chikiri:
In close, motion → ↓ ↘ K

•Annu Mutsube:
Motion ← ↙ ↓ S

•Rela Mutsube:
Motion ↓ ↘ → S

Kamui Risue:
Motion ← ↓ ↙ S

Wolf Pounce:
Motion ↓ ↙ ← K

Get off Wolf:
While on Wolf, tap K

Myu Shikite:
While on Wolf, motion ← ↙ ↓ SS

•Annu Shikite:
During Myu Shikite, motion ← ↙ ↓ SS

Kanto Shikite:
While on Wolf, motion ↓ ↘ → SS

•Rela Shikite:
During Kanto Shikite, motion ↓ ↘ → SS

Imel Shikite:
During jump while on Wolf, motion → ↓ ↘ SS

*•Nupeki Kamui Shikite:
Motion ← ↙ ↓ ↘ → ↓ ↘ (MS SS)

Shiro Tokisada Amakusa

Slash/ Chivalry Moves

•Oumagatoki (forward):
Motion ← ↙ ↓ ↘ → K

•Oumagatoki (backwards):
Motion → ↘ ↓ ↙ ← K

•Holy Spirit Slicer:
Motion ↓ ↘ → S

•Dark Destroyer:
Motion → ← ↙ ↓ ↘ → SS

Note: While hovering in the air, tap S to attack or K to cancel.

Judgment Blow:
Motion → ↘ ↓ SS

•Phoenix Flash:
Tap ←, →, ←, →, S

•Shoukidan:
Motion ← ↙ ← LS

*•Kyoumeijusatsujin:
Motion ← → ↓ ↘ (MS SS)

Bust/ Treachery Moves

•Forward Evil Hornet Gouge:
Motion ← ↙ ↓ ↘ → K

•Backward Evil Hornet Gouge:
Motion → ↘ ↓ ↙ ← K

•Underworld Lord Blast:
Motion ↓ ↘ → any slash

•Dark Destroyer:
Motion → ← ↙ ↓ ↘ → SS

Note: While hovering in the air, tap S to attack or K to cancel.

Judgment Blow:
Motion → ↘ ↓ SS

•Invitation to Evil:
Tap ←, →, ←, →, S

•Miasma Plasma:
Motion ← ↙ ← LS

*•Kyoumeijusatsujin:
Motion ← → ↓ ↘ (MS SS)

Genjuro Kibagami

Slash/ Chivalry Moves

•Toha Kouyokujin:
Motion → ↓ ↘ S

•Triple Death Hack:
Motion ↓ ↘ → S

Note: You can repeat this move up to three times consecutively

•Cherry Blossom Slice:
Motion ↓ ↙ ← S

•Death Drops:
In close, motion → ↓ ↘ SS

•Scarlet Slash:
Motion → ↘ ↓ S

*•Gokouzan:
Motion → ← ↙ ↓ ↘ → (LS MS)

Bust/ Treachery Moves

•Lightning Wings:
Motion → ↓ ↘ S

•Death of 100 Demons:
Tap →, ←, →, S

•Uraouka Ayame:
Motion ↓ ↙ ← S

Note: Keep the button pressed down and projectile won't disappear.

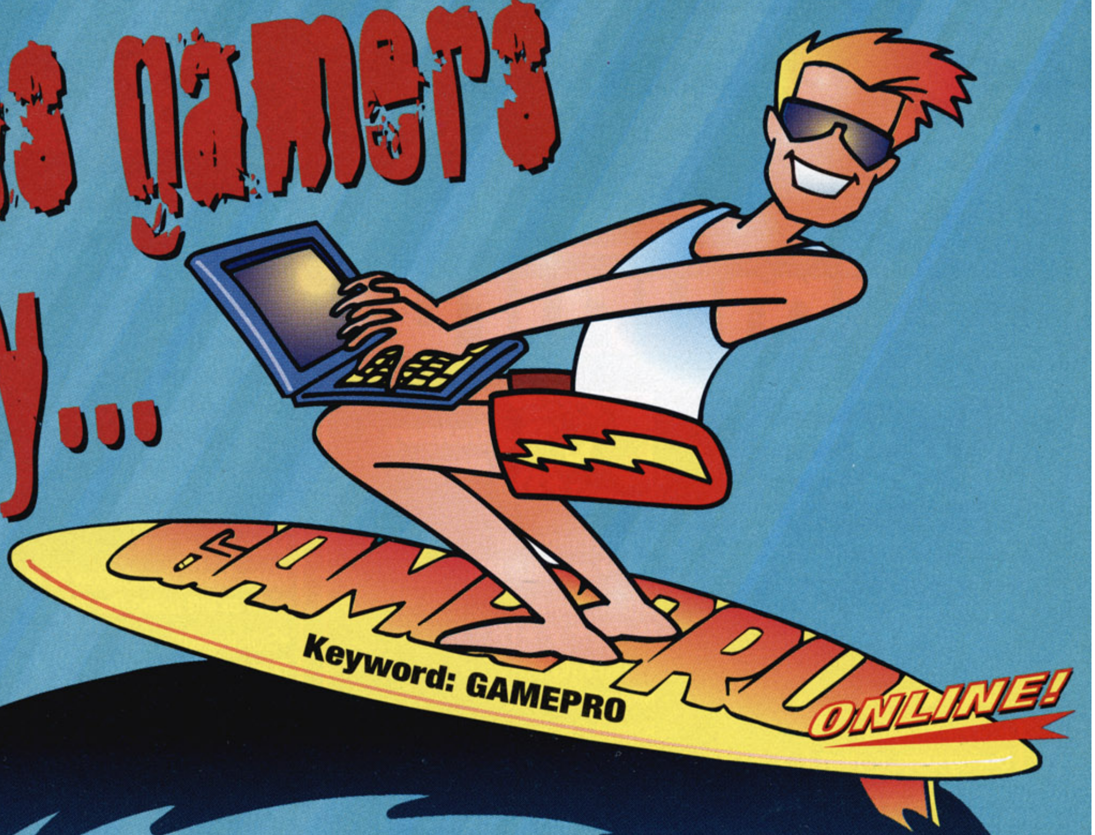
•Three Heavens Death:
Motion ↓ ↘ → S

Note: You can repeat this move up to three times consecutively.

•Purple Sunset:
Motion → ↘ ↓ S

*•Ura Gokou:
Motion → ← ↙ ↓ ↘ → (SS K)

serious gamers only...



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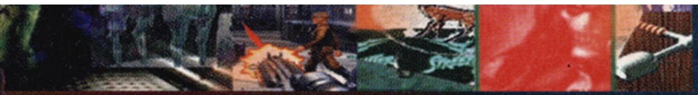


Rimururu

Slash/ Chivalry Moves

Kamui Shtokke:
Motion ↓ ↙ ← → SS

Konri Myu:
Motion ← ↙ ↓ LS

Lupu Quall:
Motion ↓ ↘ → S

Konru Shiraru:
During jump, motion ↓ ↘ → LS

Lupsi Tek Num (Chiu):
In close, motion → ↘ ↓ ↙ ← MS

Konrul Nonril:
Motion → ↓ ↘ LS

*Lupsi Kamui Emsi:
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← (SS K)

Bust/ Treachery Moves

Lipu Thomumu:
Tap → or ↘, (LS MS)

Konru Mem:
Motion ← ↙ ↓ LS

Lupsi Kuare:
Motion ↓ ↘ → S

Konril Shlayu:
During jump, motion → ↘ ↓ LS

Lupsi Tek Num:
In close, motion → ↘ ↓ ↙ ← K

Lpun Oh:
Tap S repeatedly

*Lupsi Kamui Emsi:
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← (SS K)

Gaira Caffein

Slash/ Chivalry Moves

•Buchinomeshi:
During jump, tap ↓, SS

100 Dropper:
During jump, tap ↓, K

Nag Blast:
Motion ↓ ↙ ← LS

•Victory Riser:
Motion → ↓ ↘ S

•Midare Uchi:
Motion ↓ ↘ → (LS MS)

•Earthquake Assault:
Tap ↓, ↓, (LS MS)

Tsukamuzo Kumitenjyo:
Motion ← ↓ ↙ LS

Hard Head Grabber:
Motion ← ↓ ↙ MS

Tsukamuzo Shirimekuri:
Motion ← ↓ ↙ SS

*•Kenbu:
Motion ↓ ↘ → ↓ ↘ (LS MS)

Bust/ Treachery Moves

100 Dropper:
During jump, tap ↓, K

Nag Blast:
Motion ↓ ↙ ← LS

•Buchi Goroshi:
Motion ↓ ↘ → S

•Jishingan:
Tap ↓, ↓, (LS MS)

•Heaven Heart Slicer:
Motion ↓ ↙ ← → (LS MS)

•Hades Heart Slicer:
Motion ↓ ↙ ← → (SS K)

*•Kenbu:
Motion → ↓ ↘ → ↓ ↘ (LS MS)

Basara

Slash/ Chivalry Moves

Stabbing Feet:
During jump, tap ↓, K

•Friendly Rip:
In close, motion ← ↙ ↓ ↘ → LS

•Shadow Stitcher:
Motion → ↘ ↓ ↙ ← S

Shadow Sucker:
Motion ↓ ↙ ← K

Note: Move the shadow to the right or left using the joystick.

•Sorasashi:
During jump, motion ↓ ↘ → S

•Chisashi:
Motion ↓ ↘ → S

•Soul of the Beast:
Motion ← ↘ ↓ ↙ SS

*•Kagemai Mukui:
Motion ← ↙ ↓ ↘ → ← (LS MS)

Bust/ Treachery Moves

Stabbing Feet:
During jump, tap ↓, K

•Friendly Rip:
In close, motion ← ↙ ↓ ↘ → LS

•Shadow Exit:
Motion → ↙ ↓ ↘ S

Shadow Sucker:
Motion ↓ ↙ ← K

Note: Move the shadow to the right or left using the joystick.

•Sorasashi:
During jump, motion ↓ ↘ → S

•Chisashi:
Motion ↓ ↘ → S

Shadow Feint:
Tap →, ←, →, ←, S or K

*•Yumebiki:
Motion ← ↙ ↓ ↘ → ← (MS SS)

Ukyo Tachibana

Slash Chivalry Moves

•Snowfall Kick:
Motion ↓ ↙ ← K

•Concealed Sabre Snowfall Slash:
Motion ↓ ↙ ← S

•Concealed Sabre Swallow Swipe:
During jump, motion ↙ ↓ ↘ → S

•Concealed Sabre Haze Hack:
Motion ↓ ↘ → S

•Concealed Sabre Heaven's Gales:
Motion → ↘ ↓ ↙ ← to charge, LS to release

•Shimokaze:
Motion → ↘ ↓ ↙ ← to charge, MS to release

*•Tsubame Rokuren:
Motion → ↘ ↓ ↙ ← → (MS SS)

Bust/ Treachery Moves

•Concealed Sabre Skylark Swipe:
Tap ←, →, LS

•Sasame Yuki Sen:
Motion ↓ ↙ ← S

•Concealed Sabre Swallow Swipe:
During jump, motion ↙ ↓ ↘ → S

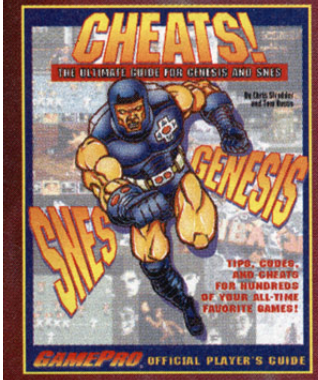
•Concealed Sabre Dream Mist:
Motion ↘ ↓ ↙ → SS

•Concealed Sabre Heat Flash:
Motion → ↓ ↘ S

*•Musou Zankouka:
Tap →, ←, →, (SS K)

GAMEPRO HOT PICKS for '96

GamePro's Cheats!
The Official Guide to Genesis and SNES



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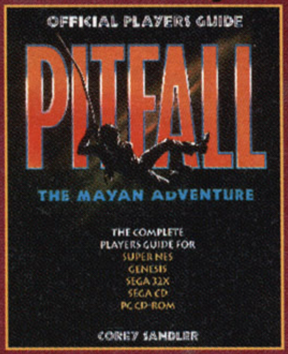

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SEGA 32X
SEGA CD
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By Corey Sandler

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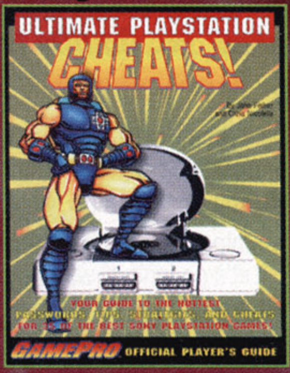

ULTIMATE PLAYSTATION
CHEATS!
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By John Fisher and Chris Nicolella

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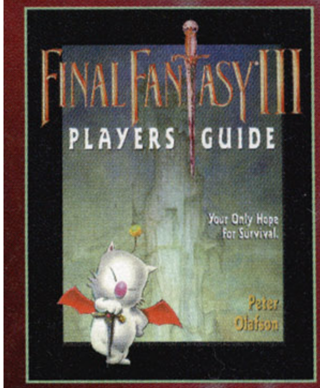

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By Peter Olafson

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SNES

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GAMEPRO
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By John Fisher

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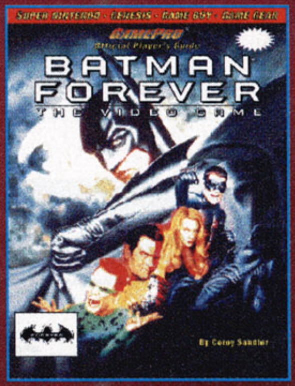

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By Corey Sandler

By Corey Sandler

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PlayStation

Bases Loaded '96: Double Header

Cheat Mode

To enter the cheat mode, start a normal game, and pause it. Now, **using Controller Two, press Button △, Button □, Button ×, Button ○, Button ○, Button ○**. Now do the cheats below.

Advance to any inning: While in cheat mode, **press Button ×**, and the words "Let's go inning" will appear in the screen's upper left corner. Press × to go to the desired inning (for example, press × eight times at inning one to advance to the ninth inning).

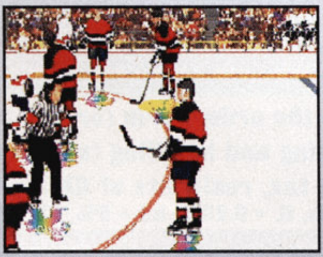
Always hit a home run: In cheat mode, **press Button L1**, and you will hear "Home run." Press Start to unpause the game. Now, whenever you contact the ball, you hit a home run. To return to normal play, re-enter the cheat mode and press Button L1. You should hear the word "Safe."

CPU take control: While in cheat mode, **press Button L2**, then press Start to unpause the game. To regain control of your team, re-enter the cheat mode and press Button L2. You should hear the word "Safe."

Saturn

NHL All-Star Hockey

Bouncing Puck, Upside-Down Players, Big Players, Fat Midgets, and Centering Puck



Start a new game and during the player introductions, **simultaneously press and hold X, Y, Z, L, and R.** Then, during the playing of the national anthem, enter the following:

Bouncing puck: **Simultaneously press X, Y, and R.**

Upside-down players: **Simultaneously press A, Y, and Z.**

Big players: **Simultaneously press L and R.**

Fat midgets: **Simultaneously press A and B.**

Centering puck: **Simultaneously press A and X.**

Sega CD

Earthworm Jim: Special Edition

Cheat Codes

CONTINUE
NO
YES

Enter these button presses when the game is paused during a regular game. Do the button presses in parentheses simultaneously.

Various Cheats

Debug menu: **Press (A B), C, C, A, A, B, B, (B C).**
Skip current level: **Press B, B, A, C, (A B), (A B), (A B), (A B).**
Go to the end: **Press (A C), (A C), (A C), A, B, C, B, A.**
Invincibility: **Press (A B), (A B), C, A, Right, Right, Left, Right.**
Map view: **Press (A B), C, C, C, A, B, B, B.**
Extra life: **Press A, B, C, C, A, A, C, B.**
Restore energy: **Press A, C, B, C, B, A, A, C.**
Restore ammo: **Press A, B, C, B, C, A, C, C.**
Plasma gun: **Press C, A, B, C, A, B, C, C.**
Homing missiles: **Press A, A, C, B, A, C, C, C.**
Extra continue: **Press (A Right),(B Up), A, C, C, B, C, A.**

The Many Faces of Jim

Groucho Jim: **Press A, A, A, A, A, A, B, C.**
Afro Jim: **Press B, A, A, A, A, A, B, C.**
Redhead Jim: **Press C, A, A, A, A, A, B, C.**
Bigmouth Jim: **Press B, B, A, A, A, A, B, C.**
Funny Ears Jim: **Press B, C, A, A, A, A, B, C.**
DK Jim: **Press (C D), B, A, A, A, A, B, C.**
Big Glasses Jim: **Press A, B, A, A, A, A, B, C.**

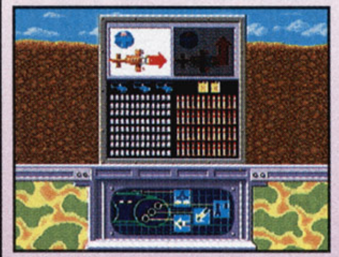
Level Codes

Andy Asteroids? (1): **Press A, Left, A, C, C, C, B, B.**
Psycrow!: **Press C, B, Up, Down, Down, Right, Down, Right.**
What the Heck?: **Press A, Right, A, C, C, Left, Right, A.**
What the Heck (Snowman)?: **Press Right, Right, Right, A, C, Left, Right, B.**
What the Heck (Evil the Cat)?: **Press Up, Down, Right, C, C, Left, Right, B.**
Big Bruty: **Press C, C, C, Left, Left, Left, Right, Right.**
Andy Asteroids? (2): **Press C, Down, A, A, Down, B, B, Down.**
Down the Tubes: **Press Up, Down, Left, Left, Up, Up, Up, Down.**
Tube Race: **Press Up, Up, Left, Left, Down, Left, Up, C.**
Andy Asteroids? (3): **Press A, Down, Left, A, C, C, A, B.**
Snot a Problem, Round 1: **Press C, B, C, Right, Right, Left, A, B.**
Snot a Problem, Round 2: **Press Up, B, C, Down, Down, Down, A, C.**
Snot a Problem, Round 3: **Press A, Up, C, Up, Up, Down, C, A.**
Andy Asteroids? (4): **Press A, Down, A, A, C, C, A, B.**
Level 5 (Lab): **Press A, B, B, Down, Right, Right, Left, Right.**
Level 5 (Falling Chicken): **Press A, B, C, Up, Down, Down, Down, Right.**
Level 5 (Naked Worm): **Press C, A, C, Left, Right, Up, Down, Right.**
Who Turned Out the Light? (1): **Press (A C), B, Up, Left, Right, Right, Left, Left.**
Who Turned Out the Light? (2): **Press A, B, Up, B, Left, Right, C, Up.**
Who Turned Out the Light? (3): **Press A, B, C, Up, Left, A, Right, Right.**
Who Turned Out the Light? (4): **Press A, C, Up, Left, C, Right, Left, B.**
Who Turned Out the Light? (5): **Press C, B, Up, Down, Left, Right, Right, Left.**
Andy Asteroids? (5): **Press A, Left, A, C, C, Down, Up, A.**
For Pete's Sake!: **Press A, B, C, A, B, A, Down, Right.**
Andy Asteroids? (6): **Press A, Right, A, A, Right, B, Up, A.**
Intestinal Distress!: **Press C, C, A, Right, Left, Right, B, B.**
Buttville (Helicopter): **Press B, B, Down, Down, A, Right, Right, Down.**
Buttville (Queen): **Press A, C, Left, Right, B, Left, Left, Down.**

3DO

Return Fire: Maps O' Death

Unlimited Vehicles and Level Nine Password



At the inventory screen, **simultaneously press Left Shift, Right Shift, Button A, Button C, and Down**. The code needs to be pressed for each category of vehicle. Press Button C to access the inventory screen while in the bunker.

Level Nine password (one-player mode): `Happy Face, Bear, Heart, Cup`

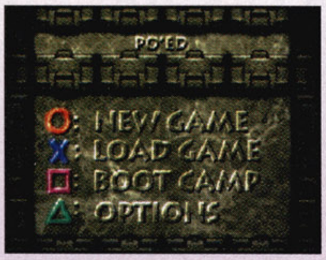
Level Nine password (two-player mode): `Butterfly, Bird, Bunny, Bear`

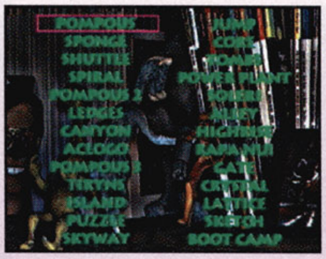
Note: Once Level Nine is unlocked, all levels are unlocked.

PlayStation

PO'ed

Stage Select


PO'ED
O: NEW GAME
X: LOAD GAME
□: BOOT CAMP
△: OPTIONS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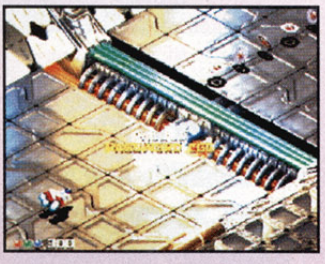
LEDGES
CANYON
POMPOUS 3
ISLAND
PUZZLE
SKYWAY
JUMP
POWER PLANT
RAPA NUI
LATTICE
SKETCH
BOOT CAMP

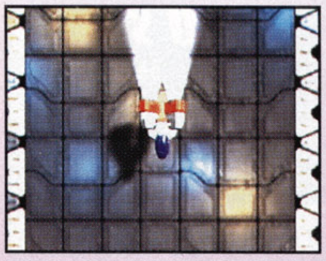
At the main menu screen, **simultaneously press L1, L2, R1, R2, and Up,** then release them. **Press** ○ to start a new game. At the Difficulty screen, **simultaneously press L1, L2, R1, R2, and Down,** then release them. Pick a difficulty setting, and a level-select menu appears.

PlayStation

ViewPoint

Stage Skip and Invincibility





Enter these codes while the game is paused.

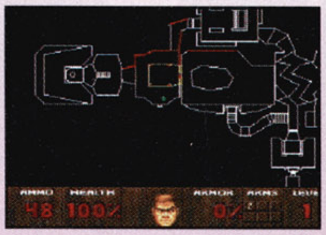
Stage skip: **Press** □, ○, △, **Right, Left, Down, R1, L2, R2, L1.**

Invincibility: **Press** □, □, ○, ○, △, ×, □, **Up, Up, Down, Down, L1, R1, Select.**

3DO

Doom

Entire Map, All Items on Map, Invincibility, and All Weapons


AMMO
HEALTH
ARMOR
ARMS
48
100%
0%
1

AMMO
HEALTH
ARMOR
ARMS
463
104%
200%
2

Enter the following codes while in map view (simultaneously press Play and B):

Entire map: **Press L, R, R, A, Left, Left, Up, A, C.**

All items on map: **Press L, R, R, Right, Up, B, B, Left, R.**

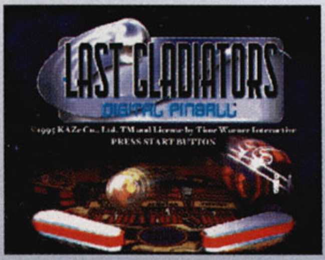
Invincibility: **Press Up, Right, A, B, A, Down, A, L, L.**

All weapons: **Press A, Left, A, B, A, Right, A, C, A.**

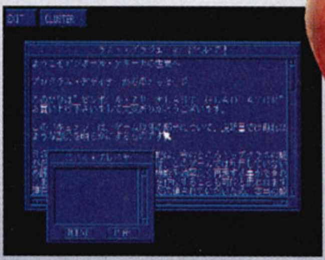
Saturn

Last Gladiators: Digital Pinball

Hidden Pinball Table, Debug Menu, and Watch the Ending Credits


LAST GLADIATORS
DIGITAL PINBALL
PRESS START BUTTON

ARTWORK & GAME DESIGN
TAKASHI KOBAYASHI
STAFF



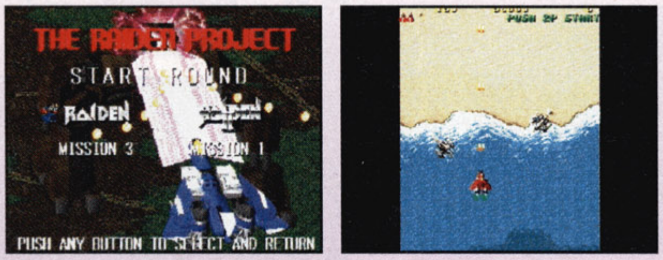
Hidden pinball table: At the title screen, **press X, Y, Z, X, Y, Z, C, B, A, Up, Up, Start.** You'll be able to access a hidden pinball table that usually shows up at the end of the game.

Debug menu: At the title screen, **press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, Start.**

PlayStation

Raiden Project

Mission Select

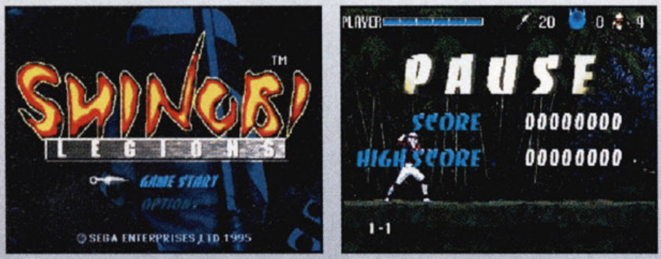

THE RAIDEN PROJECT
START ROUND
RAIDEN
MISSION 3
MISSION 1
PUSH ANY BUTTON TO SELECT AND RETURN
PUSH 2P START

Select the Settings option, then choose the Difficulty option. **Press and hold L1, L2, R1, and R2, and press Start.** A Start Round screen appears.

Saturn

Shinobi Legions

Level Select and One-Hit Wonder Mode


SHINOBI
LEGIONS
GAME START
OPTIONS
© SEGA ENTERPRISES,LTD 1995
PLAYER
PAUSE
SCORE 00000000
HIGH SCORE 00000000
1-1

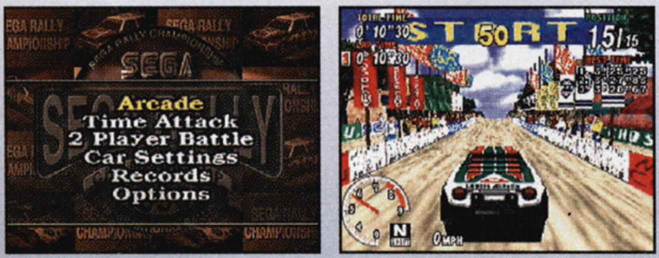
Level select: Start a game and pause it. Then **press A, B, A, B, C.** Two numbers will appear in the lower left corner. Now you can go to any stage in the game.

"One-hit wonder" mode: At the title screen, put the cursor on Game Start and **press A, B, C, B, A, Start.** You'll have no lives, and one hit will kill you.

Saturn

Sega Rally Championship

Race as the Hidden Car

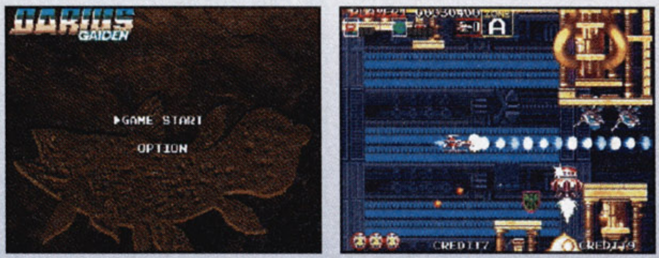

SEGA
Arcade
Time Attack
2 Player Battle
Car Settings
Records
Options
START
0MPH

Press X, Y, X, Y, X at the mode-select screen. Then pick Practice or Championship mode. At the car-select screen, **keep pressing Down,** and you can select a hidden car.

Saturn

Darius Gaiden

Very Easy and Abnormal Modes, Auto Rapid-Fire, and More Credits


DARIUS GAIDEN
▶GAME START
OPTION
CREDIT

Do the following tricks at the Game Start/Option screen.

Very easy and abnormal modes: **Press and hold X, and press Z, C, L, B, Left, R, L.** The Options menu now lists two new skill settings, Very Easy and Abnormal.

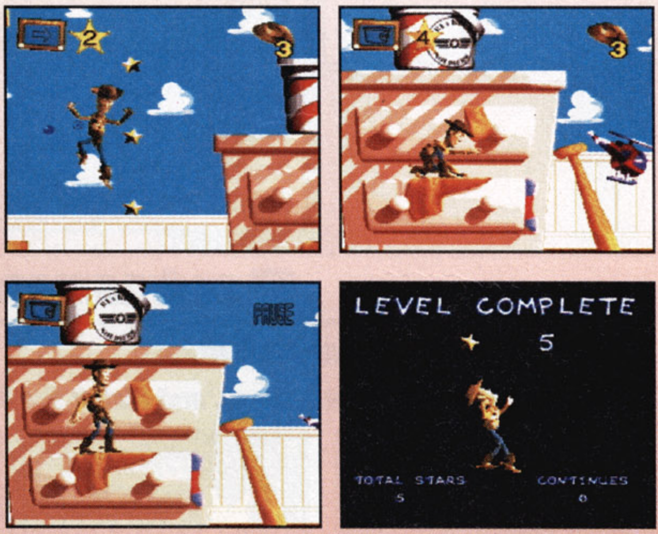
Auto rapid-fire mode: **Press and hold B, and press Y, Right, Left, X, Z, L, and R.**

Nine credits: **Press X, A, L, R, Left, then press and hold L, and press X, C, Z, A, Right, Right.**

Super NES

Toy Story

Invincibility and Stage Skip


PAUSE
LEVEL COMPLETE
5
TOTAL STARS
5
CONTINUES
0

Invincibility: In the first stage, go to the right until you come to the bouncing ball. Jump on the ball and bounce to the right and land on the bottom drawer of the chest. **Press and hold Down** until the star in the upper left corner starts spinning. You are now invincible.

Stage skip: After entering the invincibility code, pause the game and **press Select** while the game is paused. You'll skip to the next level.

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(415) 286-2583

Josie Dollente
Sales Associate
(415) 286-2560

951 Mariner's Island Boulevard
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FAX: (415) 349-8532

Midwest/Eastern United States

Cyndy Sandor
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951 Mariner's Island Boulevard
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FAX: (415) 349-8532

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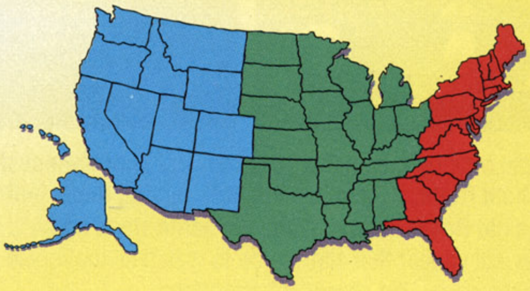

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June
HOT SHEET

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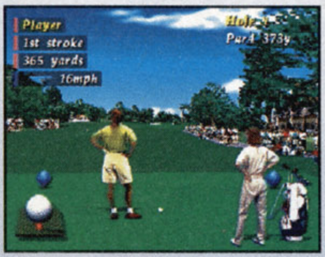
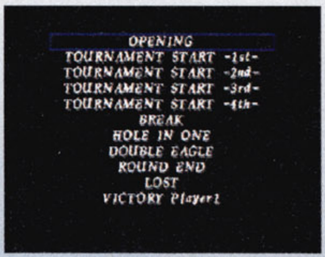
10. Bases Loaded '96: Double Header	10. Virtua Fighter 2	10. Mortal Kombat 3	10. PGA Tour '96

Saturn

Pebble Beach Golf Links

Special Options Menu and Always a Crowd


Player
1st stroke
365 yards
16mph
Hole 4
Par 4 373y


OPENING
TOURNAMENT START -1st-
TOURNAMENT START -2nd-
TOURNAMENT START -3rd-
TOURNAMENT START -4th-
BREAK
HOLE IN ONE
DOUBLE EAGLE
ROUND END
LOST
VICTORY Player1

Special options menu: Start a game, and **simultaneously press and hold Right, X, and Z. With still holding these buttons, press the Reset button.** When the game starts again, a secret menu will appear that allows you to watch all the movie clips from the game and access other options.

Always a crowd: Start a game, and **press and hold Down and B. While still holding these buttons, press Reset.** When the game starts again, a crowd will appear in every game mode, including practice mode.

Genesis

Earthworm Jim 2

Extra Lives and Ammo, Weapons, Level Warps, and More

×3
100%
×1000
×10

Start a game, pause it, and enter the following:

Extra life: **Press A, B, C, C, C, A, A, B.**

Extra ammo: **Press C, B, B, A, C, B, A, A.**

Three-way gun: **Press C, C, C, C, A, A, A, C.**

Extra continue: **Press A, A, C, C, B, A, Left, Left.**

100% energy: **Press A, B, C, A, B, C, A, A.**

Plasma gun: **Press C, C, C, C, A, A, A, B.**

Bubble gun: **Press C, C, C, C, A, A, B, B.**

Money worms: **Press C, A, C, A, C, A, C, A.**

Warp to Lorenzo's Soil: **Press A, A, C, C, B, B, A, A.**

Warp to Puppy Love: **Press Left, Right, B, C, C, Left, Right, A.**

Warp to Inflated Head: **Press B, B, C, A, B, C, Left, Right.**

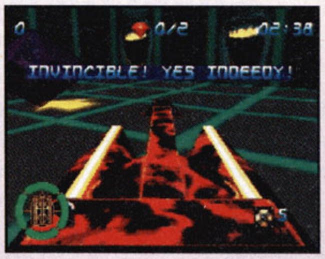
Warp to ISO 9000: **Press A, B, C, Right, Right, Right, Right, Right.**

PlayStation

Assault Rigs

All Weapons and Invincibility

0
0/2
03:16
MAX WEAPONS ADDED.. OH YES!
5


0
0/2
02:38
INVINCIBLE! YES INDEEDY!
5

Enter these codes during the game, but not while it is paused. Each cheat lasts only for the duration of the level.

All weapons: **Press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down.**

Invincibility: **Press Left, ×, Left, ×, Left, Left, ×, Right, ×, Right, ×, ×.**

Super NES

Earthworm Jim 2

Extra Lives and Ammo, Weapons, Continues, and More

Extra Life: **Press Left, Select, Right, Select, Left, Select, Right, Select.**

Three-way gun: **Press X, X, X, X, A, A, X, Select.**

Plasma gun: **Press X, X, X, X, A, A, A, Select.**

Bubble gun: **Press X, X, X, X, A, B, A, Select.**

Money worms: **Press A, A, B, A, A, Y, B, Y.**

Extra continue: **Press A, Select, A, B, X, Y, X, Y.**

Extra ammo: **Press Select, X, X, X, X, X, X, Select.**

100% energy: **Press X, Select, X, B, X, Select, X, A.**

Warp to Puppy Love: **Press Down, Right, A, B, X, Left, Right, A.**

Warp to Inflated Head: **Press Up, Down, X, A, B, Y, Left, Right.**

Warp to Lorenzo's Soil: **Press A, X, Left, Right, X, Left, Right, Left.**

PlayStation (Game Shark)

Mortal Kombat 3

`801cbc38 00a6` Unlimited energy (Player One)

Total Eclipse Turbo

`8007DD4 0003` Infinite plasma bombs

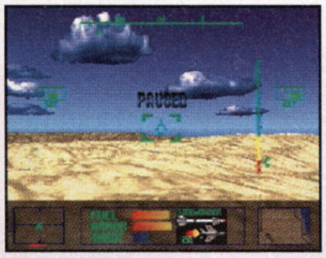
Defcon 5

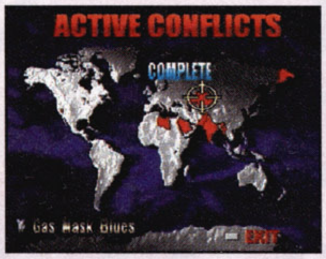
`800D53AC 0014` Infinite ammo

PlayStation

Agile Warrior

Debug Info, Maximum Fuel and Armor, Invincibility, and More





Enter these cheats while the game is paused.

Debug info: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, **L2, R2.**

Maximum fuel and armor: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, △, △, △, ○.

Invincibility: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, △, △, △, □.

All missions available: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, △, △, △, **Up, Up, Up.**

Summon B1 bombers (Mission 1 only): **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, ×, ×, ×, ×, ×.

Enable ground crash: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, □, ×, ×, □.

Completely turn off display: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, **R1 and L1 simultaneously.**

Cheryl Marie Boudreau dance: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, **Down,** ×, **Down,** ×, **Down,** ×, **Down,** ×, **Down,** ×.

All weapons: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.**

All missions complete: **Press Left,** □, □, □, □, **Up,** △, △, △, **Right,** ○, **Down,** ×, **Select,** ×, ×, ×, **Select,** △, △, △, **Select,** ×, ×, ×.

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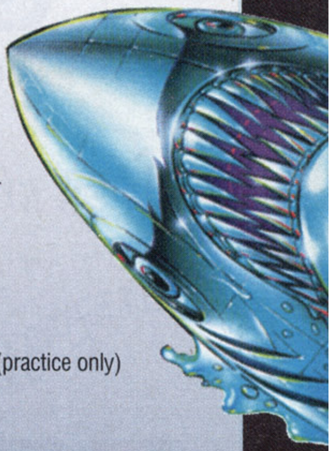
Saturn (Game Shark)



Virtua Fighter 2

First, enter the master code.

F6000914 C305	
B6002800 0000	Master code
160E0032 0782	Infinite time
160E0038 0010	
160E001A 0002	Play under water

Sega Rally

First, enter the master code.

F6000914 C305	
B6002800 0000	Master code
16040018 0003	Select Lakeside (practice only)

Corpse Killer

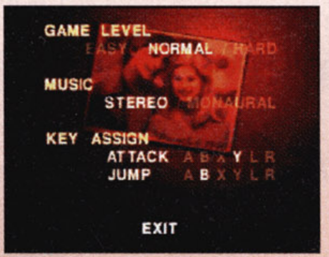
First, enter the master code.

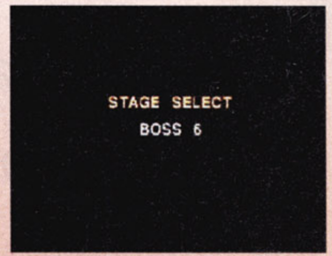
F6000914 C305	
B60002800 0000	Master code
16050D0E 0063	Infinite datura bullets

Super NES

Nosferatu

Stage Select, Maximize Health Meter, And Maximum Power Crystals





Stage select: Select the Configuration mode and highlight "Exit." **Press L, L, R, R, R, L, L, L.** Press Up or Down to go to any stage.

Maximize health meter: During a game, do a Spinning Back Kick by **simultaneously pressing Away and Y,** and pause the game. Then **press Up, X, Right, A, Down, B, Left, Y.**

Maximum power crystals: Anytime during play, pause the game and **press Up, X, Right, A, Down, B, Left, Y.**

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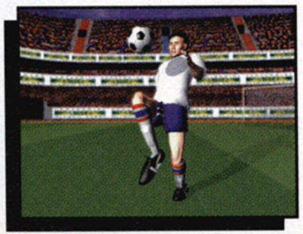

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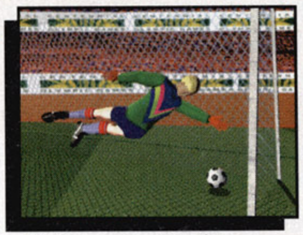

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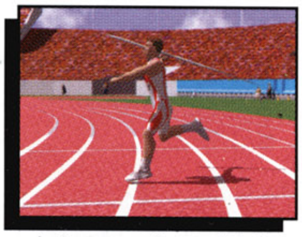

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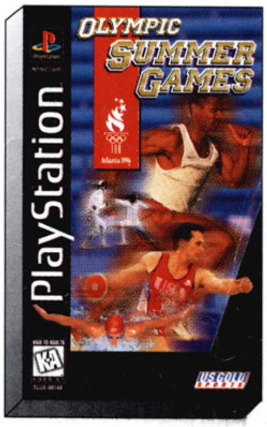

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T
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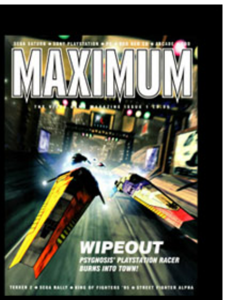

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